

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

GATES OF WHAT IF?™

By Roger Moore



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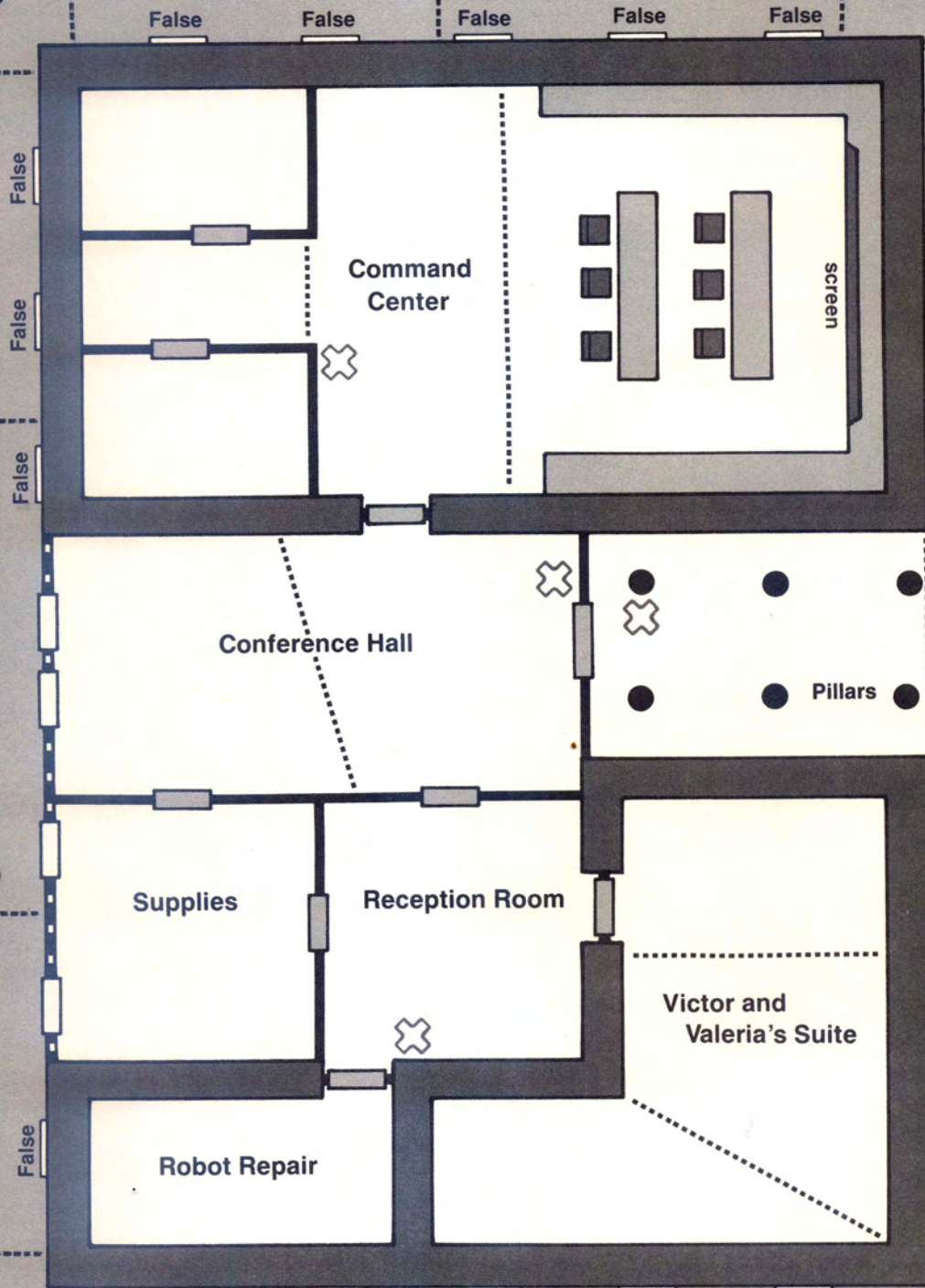
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Truman St.

LATVERIAN EMBASSY, NYC

101st Ave.



Eisenhower St.

Bunker Walls/Doors — Monstrous
Pillars/Outside Walls/Doors — Incredible
Inside Walls/Doors — Excellent

Lampposts/Fireplugs — Light Quality (outside)
Light Quality (inside)

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GATES OF WHAT IF?™

By Roger E. Moore

Greetings. I am UATU™ the Watcher.

For eons I've lived on the Moon, watching the rise of your Earthly race. I have many powers at my command to assist my examination of your world — among them being the ability to gaze into other dimensions and realities. I confess to a particular interest in divergent universes, in which changes in the so-called "natural" course of history have produced worlds at times profoundly different from your own, even though your world and the alternate ones share identical histories up to the points of divergence.

I call these divergent realities "What If?" worlds, since their divergence revolves around the question, "What if so-and-so had happened, instead of what actually happened?" Perhaps you've read about some of these divergent universes in Marvel's *What If?* magazines. Let us consider a "What If?" question about the founding member of that oldest of present-day hero groups, the FANTASTIC FOUR™, and explore the consequences of the answer.

I ask you now: **What if there were no REED RICHARDS™?** Think for a moment. The avalanche of changes wrought in the world's history would be profound if Earth had been robbed of MR. FANTASTIC™ and his ingenious intellect, his dedication to good, and his battles against the evil and criminal elements that plague your world.

The question, however, is not entirely academic. For I have discovered a divergent world in which Reed Richards, the cornerstone of the Fantastic Four, no longer exists — his career cut short by an accident in his graduate-school days. Even now, the avalanche of changes is building, spreading, sweeping across his world — and, all too soon, across the universe with which you and I are most familiar.

What if there were no Reed Richards? The Fantastic Four, SPIDER-MAN™, and some of the East Coast AVENGERS™ are about to learn the answer. Join them now as they enter one of the myriad and dangerous Gates of What If.

Credits:

Designed by Ramblin' Roger E. Moore
Edited by Kindly Karen S. Martin
Cover by Jeff Butler

Illustrations by Jeff Butler and the Marvel Bullpen
Typography by Kim N. Lindau
Cartography by Dennis Kauth

Dedicated to Jeff and Kate Grubb, the Truest of Believers.

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JUDGE'S INTRODUCTION

This adventure was designed to be played with eight players (possibly nine, if SHE-HULK™ comes along) and one Judge. More players may be involved, as long as there are enough heroes for them to play. It is suggested that members of the Avengers or S.H.I.E.L.D.™ be involved in this adventure in particular, as previously detailed in MARVEL SUPER HEROES™ modules and in articles in DRAGON® Magazine. S.H.I.E.L.D. agents should have the use of MANDROID™ armor (see MHAC-8, *Weapons Locker*, or MHAC-2, *Avengers™ Assembled!*) to make up for their lack of super-powers; such armor is quite rare, and perhaps only five suits exist. If the number of heroes increases, the number and power of villains should also increase.

If fewer than eight players are involved, they may play multiple characters, or else play fewer characters and take their chances. They should take the most powerful characters in this event, playing them with care. The Judge is not encouraged to reduce the nature of the opposition, except perhaps in Chapter 1.

This adventure works best when the players and Judge focus upon role-playing the characters involved as they believe such characters would really act. Because the heroes are entering a divergent universe in which changes in the history of the MARVEL UNIVERSE™ play a critical part, a working familiarity with the course of events in the MARVEL UNIVERSE™ is of help. Copies of the MARVEL SAGA™ and OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE™ comics are of great use here, as is the OFFICIAL MARVEL INDEX TO THE FANTASTIC FOUR™.

This MARVEL SUPER HEROES™ adventure is unique in that it presents a wide assortment of new heroes and villains, many of them familiar yet different. Some of these new heroes may be used as player characters in this adventure. In this event, it is strongly recommended that the players and Judge study the personalities and histories of these "new" heroes to determine how best to role-play them. Do not give out these new characters before the adventure begins, however. Wait until the proper scenario comes up, then allow an intermission for the players to study their new characters.

THE "WHAT IF?" UNIVERSE

Because of the complexity of this adventure, the Judge should read over the campaign background presented here to gain a familiarity with the "What If?" world and the course of events in this module. The unique history of the divergent Earth and

the ways in which its heroes have developed has a profound impact on the ways that the mainline MARVEL UNIVERSE™ characters are treated and perceived.

The Judge should feel free to disseminate this information on the "What If?" universe to players, as their heroes ask questions and make checks of historical records. IMPORTANT: Certain bits of information are not immediately available, particularly that concerning VICTOR™'s planned invasion of Hell. VALERIA™ may reveal this in Chapter 5, and Victor reveals it in Chapter 7. Let Victor's plans and motivations be a mystery for now.

The Fantastic Four (and most Marvel readers) know that Reed Richards and VICTOR VON DOOM™ first met as graduate students at Empire State University. There, Reed discovered that Victor was building a device that would allow him to travel astrally, so that Victor could journey to the netherworld to find the spirit of his dead mother. Reed was in von Doom's room, studying his personal papers, when Victor entered in a rage.

"You'd better double-check some of these equations," Reed warned. "You're off a few decimals in some places, and that could mean. . . ."

"Give me that!" roared Victor, snatching his papers from Reed's hand. "Now get out! Did you hear me?? GET OUT!!"

In the mainline MARVEL UNIVERSE™, Victor's arrogance dominates his reactions. Victor proceeds with his experiment, with disastrous results. Scarred by the resulting explosion, expelled from college for his unnatural studies, and made an outcast by his arrogance, pride, and thirst for vengeance on the world, Victor von Doom becomes DOCTOR DOOM™, the greatest foe of the Fantastic Four and a threat to the world.

But in the "What If?" universe, Victor considers Reed's words. In a series of events known only to Victor von Doom and his wife Valeria, Victor talks to Reed in a hesitant, less threatening manner, and the two soon decide to pool their efforts. Reed was correct; Victor's calculations were off, but they are quickly corrected. With Reed Richards as his assistant, Victor commands the experiment to begin — and his soul is cast into the astral universe.

A horrible discovery awaits him. Victor's mother CYNTHIA™ was a witch in his home nation of LATVERIA™, and she was slain before she could repent. Her spirit now suffers in torment in the hellish realm of MEPHISTO™, Lord of Evil. Agonized by the discovery, Victor's spirit returns to the real world. . . .

Until this point, events have followed the plot line detailed in Marvel *What If?*® #22 (August, 1980). But now another divergence takes place. The machinery propelling Victor's astral form through space explodes. Reed Richards, one of

the greatest geniuses of his time, dies. Victor von Doom, equally brilliant but more lucky, lives.

Victor is expelled from college, hated by his classmates for his involvement in Reed's accidental death. The young Latverian, his face slightly scarred in the explosion, ponders his future. He decides to become a force for good and dedicates himself to three goals that shape his future. One: He returns to his people and becomes their king, since he learned from his mother's spirit that he is the rightful ruler of Latveria. Two: He carries on the fight for goodness and justice, in memory of Reed Richards. And three: He secretly vows to one day free his mother's spirit from the clutches of Mephisto. Reed's death has taught Victor von Doom caution; he avoids rash action that would bring Mephisto's wrath down upon him (as happens in *What If?* #22). Instead, he begins to lay his plans. . . .

Minor events are affected at first. BEN GRIMM™ and SUE STORM™ grow closer in the wake of the tragedy that robbed them of a friend (and, in the teenaged Sue's case, a future love). No special rocket program is developed in Central City, California. Ben Grimm joins the Air Force and becomes a test pilot.

Then comes the attack of MOLE MAN™ against the world's nuclear power plants. In the mainline MARVEL UNIVERSE™, the Fantastic Four score their first victory against evil by driving his forces back underground. Now, however, it is the armored hero named Victor, champion of Latveria, who leads the fight against the SUBTERRANEANS™. He triumphs, winning great fame in subsequent battles with a wide assortment of super-powered villains — but then comes the SKRULL™ invasion, which Reed Richards managed to halt in the mainline universe. The invasion proceeds unhindered, and Earth becomes a conquered planet, a subject world in the intergalactic Skrull Empire.

Heroes among humanity quickly appear. ANT-MAN™, WASP™, IRON MAN™, THOR™, and the HULK™ form the nucleus of a resistance force known as the DEFENDERS™. The super-organization S.H.I.E.L.D. is created to coordinate secret attacks against the Skrull masters. Sporadic fighting breaks out across the world as more heroes fill the ranks of the Defenders and S.H.I.E.L.D., and as Victor von Doom's robot armies spread and prepare for the final battle with the invaders.

At last, a messenger comes to Earth from space. The SILVER SURFER™ warns that the Eater of Worlds, GALACTUS™, is coming. The Defenders persuade the Silver Surfer to join forces with them, and SPIDER-MAN™ (a determined youth whose uncle was slain by a Skrull patrol) manages to get aboard the flagship of the Skrull fleet in the solar system. There, he gets the attention of Galactus by causing

the flagship's guns to fire on him, signaling the start of the revolution.

As world war rages between the Skrulls and their subjects, Galactus attacks and consumes the entire Skrull fleet. Earth's armies, the Defenders, S.H.I.E.L.D., and Victor's robots destroy the hated Skrull masters in a ferocious ten-day war. Sated, Galactus leaves with his herald in search of other worlds to eat. With the death of the Skrull fleet came Spider-Man's death as well, and he and PROFESSOR XAVIER™ (slain by the SUPER-SKRULL™) become heroes for all time, immortal in memory.

Assessments are made of the toll taken on humanity and its allies. S.H.I.E.L.D. now wields greater power than any world government, dominating life in the Western countries and reaching into every government. The INHUMANS™ of ATTILAN™ and the ATLANTEANS™ are nearly wiped out, save for a few. The Defenders' ranks are swollen with dozens and dozens of heroes, as are the forces of S.H.I.E.L.D. Victor is the hero of Europe. New hero groups splinter off from the Defenders, and in the mid-1970s, the Defenders split into the DEFENDERS EAST™, based in New York City, and the DEFENDERS WEST™, in Los Angeles.

Mutants, once regarded with suspicion, are welcomed into the ranks of humanity, since mutant heroes played such an important part in the conquest. The Skrulls' capture and killing of the crippled Professor Xavier, revealed after the rebellion to have been a major force within the Defenders and a powerful mutant himself, garners enormous sympathy for mutants everywhere. Government-sponsored programs (called "X Schools," in memory of Professor Xavier) are established for educating and training mutants. Being a mutant becomes a symbol of being special and different. Evil mutants exist, of course, but they do little to tarnish the shining reputation earned during the Skrull overthrow.

One final, seemingly minor event occurs. The Acme Atomic Corporation lays off many of its human workers — among them a technician named OWEN REESE™, who fades into obscurity thereafter. No MOLECULE MAN™ appears, no BEYONDER™ appears later, and the events of the so-called SECRET WARS™ never occur.

The world, as it is, is now at peace. But unknown to the world at large, Victor von Doom still plans for his mother's release. He builds up his robot armies without limit or restraint, in preparation for the day when he conducts the rituals to free his mother's spirit, then leads his armies on a tremendous secret invasion of the infernal realm — to slay the Lord of Evil! Sensing that something is afoot with Victor, S.H.I.E.L.D. and the Defenders grow worried. What are all his war robots for? Did the strains of the Skrull War drive him

mad? Before anyone can prepare a counter-plan, a new invasion comes by complete surprise.

In the mainline MARVEL UNIVERSE™, the evil criminal organization known as A.I.M.™ has stolen equipment and plans from the ROXXON CORPORATION™ for creating interdimensional transportation devices, previously used by Roxxon's NTH COMMAND™. Seeing the advantages in using other worlds to form a trans-dimensional empire, A.I.M. opens a gate to Victor's world and invades it with a large part of their available forces.

Striking swiftly, A.I.M. captures a large number of heroes in this universe and locks them in non-space prisons. A.I.M.'s ravages are only barely contained now by the surviving forces of S.H.I.E.L.D. and the Defenders. Victor's robot forces, however, are nowhere to be found — they are being prepared for the invasion of Mephisto's realm.

The Mephisto of Victor's world is aware of Victor's hatred for him, and knows that Victor is planning to make a major move against him soon — but he isn't sure what Victor's plans are. Gaining the aid of the SWORDSMAN™, Mephisto uses A.I.M. to harass his enemy and eventually destroy Victor once and for all. Subtly gaining control of the A.I.M. forces in Victor's universe, the Lord of Lies is pressing Victor with all of his might. Knowing this, Victor has sought help from one last quarter — the very universe from which A.I.M. originated. Correctly guessing that A.I.M. is from an alternate Earth, Victor uses his advanced equipment to track down A.I.M.'s home and send his own forces to summon aid from those who would know A.I.M. best. Thus comes the "invasion" in the second chapter, and the attempt by Mephisto to destroy Victor's chances for gaining the aid he needs.

The stage is set for a transdimensional battle for the fate of another Earth. Only the player characters can decide the issue.

REACTIONS TO HEROES

Few of the divergent Earth's heroes and villains are prepared to deal with intruders from another Earth. All of the player character heroes presented with this adventure have a special impact on the inhabitants of this other Earth, and receive widely varying treatment accordingly.

The Skrull invasion in the early 1960s is an important consideration. On Victor's Earth, the Skrulls frequently adopted the appearances and identities of super-powered heroes in order to infiltrate their ranks and destroy the heroic resistance movements, as well as discrediting them by performing criminal actions in the guise of heroes. This ploy was eventually

undone by Victor, who invented a special device that would detect Skrulls by the brain waves they emitted. However, it is almost a knee-jerk reflex for this world's heroes to assume that anyone who appears to be a duplicate of an existing hero is, in fact, a Skrull.

CAPTAIN AMERICA™, INVISIBLE WOMAN™, the HUMAN TORCH™, the SUB-MARINER™, and Wasp may be mistaken for Skrulls, especially if their counterparts are present. This reaction is strongest toward Captain America and Wasp, and weakest toward the Sub-Mariner (who is believed to be his criminal alternate).

In addition, the personal histories of many heroes have changed. Some who are villains on world are heroes on the other, and vice versa. Some heroes have led successful lives in one world, but have failed miserably in others. Powers and identities have shifted, and sometimes heroes have died while they live on elsewhere.

In short, a hero from the mainline universe may be treated as his or her counterpart, if one exists. Even when it becomes obvious that the new hero is not like the other one, prejudicial treatment, both good and bad, may still exist. This is felt most keenly by Wasp and Sub-Mariner.

Reed Richards is known only to Ben and Sue Grimm, who remember the Reed from the past, and to Victor von Doom (see Chapter 7). She-Hulk, if the relationship between her and the Hulk is made known, is seen as a potential threat. The THING™ (if present) may also be seen as a threat like the Hulk, but his behavior may quickly dispel that belief (or reinforce it, if not handled well).

Spider-Man, who now wears a costume different from the one used by this world's late Spider-Man (who used to wear the old red-and-blue suit) may meet with reactions ranging from adoration (if recognized as the double for the heroic PETER PARKER™ of this world) to hatred and fear (from Skrulls).

The most favorable reactions are toward Captain America (once it is proven that he is not a Skrull). This world's original Cap is still frozen in ice in Eskimo territory, undiscovered. He is believed to have died when a booby-trapped plane exploded after take-off from England. BUCKY™, Cap's young partner, died in the blast, but Cap was hurled into suspended animation (see description of the JEFFREY MACE™ "Cap").

The administration of such reactions is noted in some cases in the text of the adventure. However, the Judge should feel free to play out other encounters using the above guidelines, as well as implied circumstances given in character descriptions for the "What If?" world's heroes and villains consistent with information given in this module.

Chapter 1: Night Moves

NPC ROSTER: A.I.M. soldiers, N.Y.P.D. officers (including a S.W.A.T. team), the SUPER-ADAPTOID™, Roxxon guards, TV newsmen, and regular citizens

SUMMARY: This event sets the stage for things to come, making the heroes aware of A.I.M.'s interest in interdimensional travel and equipment. At this time, A.I.M. has been scanning one particular divergent universe from one of its secret bases for many months, and has made profitable contacts with many of the criminal elements on that world. A.I.M. has now decided to obtain the equipment necessary to send additional conquering troops and vehicles into that world. From bases already established there, A.I.M. is preparing to launch a major offensive against the armed forces of that alternate world — within the heartland of America itself!

Tonight, in the mainline MARVEL UNIVERSE™, a Roxxon Corporation facility in New York will be hit, within reach of the Fantastic Four, Avengers, and the Amazing Spider-Man. Though the heroes are too late to stop the theft, they can mop up the criminals still at the scene.

SETTING: The city map from the original boxed set of the MARVEL SUPER HEROES game is used in this part of the adventure.

Overton Storage (on North Garfield Street and West 8th Avenue) is one of many subsidiary firms controlled by the Roxxon Corporation. In this case, Roxxon has used the building to store outdated electronic equipment used by the interdimensional Nth Command research force. The Nth Command once transported people and equipment across alternate planes and realities, with the goal of building a Roxxon empire. The status of the Nth Command is not known at present.

At 2 AM early Thursday morning, the warehouse is assaulted by A.I.M. antigravity vehicles and armed troops. The interdimensional equipment has been quickly taken out by antigravity lifts by crashing the lifts directly through the building's skylights. Though three of the four Roxxon guards present were injured or slain by A.I.M. soldiers and the Super-Adaptoid, one escaped and sounded an alarm that quickly brought the N.Y.P.D. and S.W.A.T. teams. The lone Roxxon guard and the police have managed to disable two A.I.M. vehicles and keep several A.I.M. soldiers pinned down around the area. The Super-Adaptoid, having adopted the guise of an A.I.M. soldier, was not recognized by anyone outside of A.I.M.

Spider-Man, having had an assortment of personal problems with friends and

business acquaintances all day in his normal identity as Peter Parker, begins the scenario swinging from building to building, going north on North Arthur Street. At this point, he can hear gunfire from the northwest and can make out flashing police lights in that area. He may proceed directly on to the melee.

The East Coast Avengers and the Fantastic Four have already put in a busy day on other jobs, but they receive a call from the N.Y.P.D. at 2:14 AM about an explosion and gunfire only two blocks from St. Arbogast Hospital. Police forces dispatched to the scene report a firefight with a heavily armed force in progress. Avengers' assistance is requested.

The three Avengers and the FF team may enter the map from its western edge, anywhere along North Hayes Street, heading east. They and Spider-Man discover an intense gun battle raging for several blocks, as A.I.M. troopers await pick-up by reinforcements to save them — which, unknown to them, cannot be spared by A.I.M. They are on their own.

ADVENTURE

Much is happening around the city map tonight. Judges should read the following sections carefully. Heroes may divide their forces in order to deal with each problem as they become aware of it. A list of potentially dangerous situations follows:

1. Overton Storage warehouse fire, with two A.I.M. soldiers, police, and an injured guard present;
2. Anti-gravity vehicle crash on Centennial building, with four A.I.M. soldiers present;
3. Hostage-taking A.I.M. gunman in apartment building;
4. Two barricaded A.I.M. gunmen at Olson's Five & Dime, with S.W.A.T. team present;
5. Damaged and malfunctioning Super-Adaptoid wandering the streets; and
6. Annoying TV reporter crew arriving on the scene.

The Forgotten Ones: The northern half of the Overton Storage building is aflame, and a column of smoke towers over the area. (Fire department units have been ordered away from the scene until the fire-fight is resolved.) Two A.I.M. soldiers are on the southern edge of the building's roof, each armed with a concussion pistol (4-area range, Good Slugfest damage, 3 shots each) and two high-explosive hand grenades. One soldier also has a standard sub-machine gun (7-area range, 25 points S&T damage, 5 bursts left, may hit up to 3 adjacent targets for full damage with separate to-hit rolls).

The two were left behind when their antigravity vehicle developed engine trouble after taking ground fire from the police; the vehicle is burning on the northern half

of the roof, where it crash-landed. The two A.I.M. men are desperate to get off the building, as they fear it is near collapse and the fire on the northern half of the building is closing in on them. Their statistics are:

F	A	S	E	R	I	P
GD	TY	TY	GD	TY	PR	FE

Health: 32

Karma: 12

Each man gets a one-column shift to the right when using the weapons he carries.

A Roxxon guard, armed with a shotgun (3-area range, Excellent S&T damage, 1 shot per turn, 8 shells left), is hiding around the southern side of Josie's Cafe, just west of the Overton building. He has been exchanging gunfire with the A.I.M. men on the roof. A used, one-shot LAW lies on the ground beside him. The Roxxon guard is consumed with the desire to kill as many A.I.M. soldiers as possible; he is not really aware that they are from A.I.M., but he immediately recognizes an A.I.M. uniform and fires upon it. He wants no help from heroes. The guard's statistics are all Typical (Health: 24, Karma: 18).

The Roxxon guard is ignoring shouted warnings by two police officers hiding behind their car, parked by the sidewalk west of Angeleno's Restaurant. The officers have also been exchanging gunfire with the A.I.M. soldiers, as have two other officers who parked their car on the street south of the Roxxon Corporation headquarters building and are trying to get across Garfield Street to aid the cops at Angeleno's. The bodies of two Roxxon guards can be seen on the street beside the Overton building, but nothing can be told of their condition from a distance. (They are dead.)

The Survivor: Anyone who investigates the burning Overton Building has a chance of discovering a lone survivor in the southern end of the building, trapped under a pile of fallen and burning crates. The man is a Roxxon guard, badly injured by the collapse of crates and suffering from smoke inhalation. Rescuing him is difficult, as the smoke blinds anyone entering the building while it is still ablaze (a yellow Intuition FEAT is required to find the man). Only a hero with a strength of Good or better can free the trapped man.

Anyone in the building without a respirator or the ability to control flame (like JOHNNY STORM™) must make an Endurance FEAT roll each turn to stay conscious. Holding one's breath delays the onset of the first Endurance roll until the third turn that person is in the building. Though the building has been weakened, it won't collapse — but the Judge can make it appear that it may do so. The fire is concentrated in the northern end of the building (Excellent damage each turn to anyone there).

If the guard is not found before the elev-

enth turn after the start of the scenario, he dies from smoke inhalation. If found, taken out into the open air, and given first aid, he gasps out the tale of the assault. The warehouse was attacked by a number of men in yellow suits (the usual A.I.M. coloration) who hauled all of the equipment out of the building and shot two Roxxon guards who tried to escape. He was spared from death when the police arrived, but in trying to escape, he was shot at with a LAW, which caused the pile of empty crates to fall on him and pin him to the ground. The guard has no idea of what was stored at the warehouse, except that he'd heard that it was just "old machinery," and he has no idea why anyone would want it.

The guard has all Typical statistics, but has a Health of only 3 if rescued. He is unarmed.

No Help: Two security guards (with the same statistics as the healthy one above), each armed with a handgun (3-area range, Typical S&T damage, 1 shot per turn, 6 shots each), are guarding the entrance to the Roxxon Corporation headquarters building on North Garfield Street. They have orders not to leave the building and offer no help to heroes. In fact, they resist any attempts to enter the building by anyone other than those with search warrants. They won't go to anyone's aid, regardless of the circumstances. They are inside the building; the front doors are locked (Excellent-strength doors and locks).

High and Dry: A second A.I.M. antigravity vehicle took a surprise hit from the healthy Roxxon guard's LAW (a highly illegal weapon, but Roxxon has a casual regard for law where its own best interests are concerned). The vehicle has crash-landed atop the Centennial Building on the southern edge of the map. The vehicle is not smoking or aflame, but requires repair before it can fly again.

Four A.I.M. soldiers are stranded on the rooftop until they can jury-rig the vehicle, for which they require nine uninterrupted turns from the moment the scenario begins. If they succeed, they then lift off and begin hunting (for only 5 turns) for any of their compatriots in the area. Pick-up will be attempted, and once the time limit expires, the A.I.M. soldiers leave.

For the time being, the four are avoiding attention unless they know they've been spotted — which, in fact, they have been, by helipad workers on the Krupp Building. Three turns after the heroes enter the map, police cars and walkie-talkie units are warned by their base of the presence of the stranded A.I.M. group. The police happily pass this along to any heroes nearby.

Each A.I.M. soldier has the same statistics as the two on the roof of the Overton Building, and they, too, are armed with

(fully loaded) concussion pistols (5 shots each). They also have eight concussion grenades (Incredible Slugfest damage in one area), two Gatling lasers (10-area range, Excellent S&T damage, 1 burst per turn, 20 bursts total each, all in target area struck by fire), and a single-shot LAW (4-area range, Incredible damage, 1 shot, takes two hands to use) between them. If a hero approaches them, they open fire at once, caring for nothing but their own safety.

If the A.I.M. soldiers repair their vehicle and pick up any other stragglers, they then head for the nearest map edge. If they leave the playing surface, then they have escaped. (The Judge, if he has some of the other city maps that attach to the Original Set map, may continue a prolonged chase across them.)

Hostage: Several A.I.M. soldiers are scattered throughout the area, unable to link up with each other. A lone A.I.M. gunman has forced his way into one of the first-floor apartments that lies just north of 8th Avenue (Judge's selection as to which apartment). There, he is holding a young mother and two children hostage while he waits for the heat to blow off outside. A neighbor has seen the submachine-gun-wielding intruder enter the apartment, and the neighbor alerts any nearby hero to this event. The neighbor is wandering the streets within a two-block radius of the apartments at the start of the scenario. The A.I.M. soldier's statistics are the same as those of the soldiers on the Overton Storage warehouse. The neighbor's statistics are all Typical, as are the mother's; the children's statistics are all Poor.

The hostage-taking gunman is very nervous, but is willing to listen to any hero with a popularity of 50 or better. He surrenders if a hero makes a yellow (or better) Popularity FEAT roll while talking to him (one attempt per two turns). He might harm his prisoners if assaulted, and he may use them as shields from hero-types.

Trouble at Olson's: Two A.I.M. troops escaped on foot when police units began to arrive, and they broke into Olson's Five & Dime to set up a barricade. A S.W.A.T. team van that pulled up outside the store on Arthur Street was ambushed, and two policemen are down with serious wounds. Five other S.W.A.T. team members have taken up positions around the store; two have rifles, two have sub-machine guns, and one has a handgun (3-area range, 8 points S&T damage, 12 shells left, 6 shells in gun at present). The S.W.A.T. team men have Good statistics (save for Excellent Fighting and Typical Reason and Psyche; Health: 50, Karma: 22). These men also have Good Body Armor, light-intensifying sights on their rifles, binoculars, and rappelling equipment (the last still in the van). The wounded officers each have 30 Health points left and are behind the van.

The two A.I.M. gunmen have the same statistics as the others mentioned previously, and each also has a concussion pistol (3 shots left each) and a Gatling laser (3 shots left each). They have created a crude fortress behind overturned furniture (Poor armor). These gunmen feel they may as well go out in a blaze of glory, so to speak, and cannot be talked to or persuaded to surrender using normal (non-super-powered) means.

The Wanderer: In the center of Rathbone Park (in the area above the "Rathbone Park" label on the map) is a crashed and burning antigravity vehicle with no crewmen aboard. There is evidence that the vehicle had one pilot, and that the pilot must have received serious injuries when his vehicle crashed (it developed engine trouble when leaving the warehouse), but no blood is visible about the area. The pilot's body cannot be found, though he must have been thrown clear of the wreck.

The pilot was the Super-Adaptoid, which received injuries (current Health: 110) and the equivalent of a concussion to its android memory and circuitry. All of the templates it carried of hero-types have been erased, and it has unconsciously adopted the appearance of a wandering vagrant who fled after seeing the Super-Adaptoid in its natural, featureless state.

The android now wanders aimlessly about (pun intended) and may be drawn to flashy hero-types it sees. A.I.M. gunmen ignore the "bum," and cops try to move him out of the way. Any heroes who get in the same area as the android are quietly scanned, as the android automatically makes a template of that hero. Because the android has temporarily "forgotten" why it is here, it won't drop the "bum" disguise, instead acting in all ways as an old wino. The Judge should keep careful note of which heroes the android copies; it is perfectly fine for the Judge to play the android as a comic figure, wandering in and out of trouble as the firefights progress. It is possible that an A.I.M. soldier may shoot at the "bum" or that he is injured in another wreck, so the android needs constant "rescuing."

If anyone attacks the "wino" and causes damage, the Super-Adaptoid has a chance of regaining its memories and sense of purpose (make a green Psyche FEAT roll). The android avoids attacking if this happens, unless it is greatly provoked or feels it can handle a lone hero or officer (Judge's discretion). Otherwise, it attempts to get close to a few other heroes in a more direct and non-threatening manner. It then leaves the area, still acting like a bum — with all of its new templates.

The 11 O'Clock News: To add to the confusion, a television news team has appeared in the area. At the same time the heroes enter the game map, a news van

enters the eastern edge of the map, traveling west on 7th Avenue at 4 areas per turn, searching for the gun battle. The driver has all Typical stats and won't leave the van; he is unarmed. However, the reporter is an excitable and persistent young man who is aided by an equally persistent young woman as his cameraman. Both are new at the reporting business, but are determined to get the best shots possible of the action. These two have Typical statistics; their names are Kenneth Clarke and Elaine Louise.

The Judge should manipulate the van and its inhabitants as seen fit throughout the scenario, having the reporters perform extremely risky actions (running across open areas through gunfire, interfering with police and hero activities to ask questions, etc.). Because of this provocation, Karma losses in case the reporters are injured are reduced. (Don't let the players know this, however.) Even super heroes cannot do everything, though they should make the attempt to save the newsmen from themselves.

No other citizens are out and about, given the late hour. The few who were have fled the area or are in hiding, and have no part in this scenario (unless the Judge wishes to add to the already frantic pace of events).

AFTERMATH

Regardless of what is done to save the Overton Storage building, it is a complete loss. The attack by A.I.M. was quite thor-

ough, and what little remained in the building when most of the force departed was torched. A police investigation, possibly assisted by the Avengers and the FF, will begin at once, checking out the warehouse's possible contents.

The Roxxon Corporation remains strangely silent about the entire affair. At first, the company won't even acknowledge that Overton Storage was one of their subsidiaries, though a simple check of the Avengers' computer network or a trip to a library or city records office reveals this to be true. If confronted with this, Roxxon admits that that is true, but it refuses to discuss the contents of the warehouse. If pressed, Roxxon states that used machine parts were kept there, and that it has no idea why A.I.M. would be interested in that material.

Captured A.I.M. personnel won't discuss their mission and won't even offer their names at first. They are discouraged and tired from the long fight, but each of them anticipates that A.I.M. may somehow come to the rescue before long, so they plan to be on their best behavior if they return to their A.I.M. work. Each hero may attempt to make the villains talk; this occurs if he makes a white FEAT roll (only) based on the hero's Popularity (one attempt only per villain). If this works, an A.I.M. soldier lets slip that the raid was hunting for crates belonging to the "Enth Commanders" (as he recalls it). The villain then demands his release for this bit of information, but he won't have asked for a promise on this before letting this informa-

tion slip.

If any heroes were captured by A.I.M. personnel or by the Super-Adaptoid, they drop out of the game for the time being. The players should choose other characters, favoring those in the Avengers if possible, and continue with the next chapter's action. The lost heroes vanish from sight — to reappear in Chapter 8, as captives of A.I.M. on a divergent Earth.

KARMA:

Super-Adaptoid captured	+75
Roxxon guard rescued	+30
Talk hostage-taking gunman out	+30
Help put out fire	+20
Each A.I.M. soldier captured	+10
Keep TV reporters from harm	+10
Aiding wounded allies	+10
Confiscate LAW from Roxxon guard	+10
A.I.M. soldier successfully questioned	+5
Property damage caused*	-5 to -25
Each A.I.M. soldier escaping	-10
TV reporters injured	-10
Each hero defeated	-20
Bystander, hostage, or officer allowed to be injured	-30
Each hero captured	-35
Super-Adaptoid escapes	-40
Any NPC is slain due to hero's actions or inaction	-All

* — Excluding damage to Overton Storage.



Chapter 2: The Visitors

NPC ROSTER: Two "Doom robots," six demons, newsmen, and regular citizens

SUMMARY: The heroes encounter two visitors to New York, one of whom sounds an awful lot like Doctor Doom. In fact, it *IS* Doctor Doom, in a way...

The visitors are from another reality, and they need assistance. Specifically, they'll take anyone they can get, whether those heroes who appear (the player characters) want to join the visitors or not.

SETTING: Once again, the city map provided with the original MARVEL SUPER HEROES boxed game is required. The setting is in full daylight, about one month after the events in Chapter 1.

ADVENTURE

This chapter takes place one month after the Overton Warehouse raid. The Judge may set up several side adventures of a limited nature that take place in the meantime, to emphasize the passage of time.

Some other information has become available concerning the A.I.M./Roxxon Corporation conflict a month ago. Heroes may attempt to learn new information from underworld sources by making a white FEAT roll based on their Popularity (see pages 9 and 28 in the Campaign Book). If this roll is successful, the hero learns the following:

The building that was raided contained highly sophisticated equipment that the Roxxon Corporation was keeping in storage. The nature of the equipment is not known to most underworld sources. However, one hero (selected at random) who succeeds in discovering this information also learns that some of the equipment was stored in huge crates labelled NTH COMMAND.

The Fantastic Four (and anyone else who makes a green Reason FEAT roll) recall that the Nth Command was a division of the Roxxon Corporation devoted to interdimensional research. The heroine THUNDRA™ briefly worked for the Nth Command, as did the villainous HYPERRION™. The Nth Command's final fate is unknown, though it's believed to have been shut down. The heroes might deduce that the stored equipment was from the old Nth Command project, and that A.I.M. may have plans to use it in the future.

Indeed, A.I.M. does seem to be up to something. Anyone who spends time investigating the recent activities of A.I.M. discovers that for the last few months, the organization has virtually dropped out of sight. No crimes, other than the raid on the

Roxxon Corporation facility, can be attributed to this organization. Anyone who contacts S.H.I.E.L.D. for information on A.I.M. discovers the same thing. NICK FURY™ and his top-echelon men believe that A.I.M. is preparing for a major strike, and they are understandably concerned and nervous. If contacted, Nick Fury confides in the Avengers that he fears the worst. A.I.M. has been growing lately and could eventually become as evil and powerful as its now-crippled parent organization, HYDRA™.

As this scenario starts, it is a pleasant Saturday morning, approaching noon. Shoppers and sightseers crowd the sidewalks and streets of New York City, and even some super heroes, having nothing else to occupy their time, are taking a break. Set up the city map from the original boxed set and have the players place markers for their characters on the map, going about minor duties or personal business. For example, Spider-Man might be swinging from building to building, looking for something interesting to photograph for the *Daily Bugle*; Captain America might be in his alter-ego of STEVE ROGERS™, sketching some of the local scenery in Rathbone Park; Reed and Sue Richards may be shopping for presents for their son FRANKLIN RICHARDS™, and so forth. Encourage the players to role-play their characters in a relaxed state, interacting with regular citizens for two or three turns.

Just before play begins in the second scenario, the Judge should place ten crowd markers on the playing surface, representing groups of people traveling together. These markers should remain stationary throughout the scenario, as the people have become fascinated with watching heroes in combat against evil forces. Each "crowd" contains 3-12 (1d10 + 2) people, all with Typical statistics and without weapons or armor. One "crowd" is actually the television newsman and his camerawoman from Chapter 1, interviewing various people on the street about urban renewal.

Abruptly, a loud bang and flash of light occur near Rathbone Park, in the area marking the intersection of West 7th Avenue and North Harrison Street. Two flying, golden-armored figures appear in the flash of light, each wearing green tunics and capes. The figures are two stories above the ground and flying at 4 areas per turn due east, following the course of West 7th Avenue. At the end of their appearance turn, the figures have passed North Cleveland Street.

Any hero who spies the figures may make a green Reason FEAT roll to identify them. Except for some changes in their facial armor, their armor's gold color, and (surprisingly!) the smaller size and feminine form of one of the beings, the two fig-

ures are similar in appearance to the infamous Doctor Doom!

On the turn after they appear, the larger of the two golden-armored figures announces in a loud (and obviously amplified) voice: "Attention, all citizens! Do not be alarmed by our presence! We are on a peaceful mission, seeking help from your crimefighting forces!" Everyone within a range of 6 areas can hear and understand the speech. Any heroes who hear the speech immediately identify the accented voice as that of their old foe, Doctor Doom! The armored figures won't stop their flight or respond to any commands given them, unless the commands come from a costumed figure or someone identifying himself as a crimefighter. If attacked, they fight back from the air, stopping their flight.

Two turns after the armored figures appear, another loud bang and flash of light occurs at the same spot, right over the intersection. Six demonic, winged beasts of large size now appear, flying at 5 areas per turn in direct pursuit of the two golden-armored figures. The demon-beasts shriek murderous cries when they spy their prey. The beasts are each winged, long-tailed humanoids that resemble horrible gargoyles. They appear to be the size of large bears, though they are blue-scaled and not furred.

Crowd reaction is instantaneous when the demonic figures appear. Most New Yorkers, long accustomed to being attacked by super-powered forces of evil, flee madly in all directions, running for nearby buildings and cars to escape the coming battle. Some people (news reporters, cameramen, and the curious) stay behind to watch and record the events; these brave souls are represented by the 10 crowd markers.

Though no one should know it at first, since they appear to be (and should be played as) armored humans in every way imaginable, the two golden-armored figures are robots with the following statistics:

F	A	S	E	R	I	P
EX	EX	IN	MN	EX	IN	TY

Health: 155

Karma: None

Each robot has Excellent Body Armor against all physical, energy, acid, and temperature-based attacks. Each is capable of flight from small rockets in its feet, with a 4-area per turn speed. Each robot also has a particle accelerator built into its right gauntlet (7-area range, Remarkable damage). These weapons may be fired once per turn, for an unlimited number of times.

The demonic beings ARE demons, none of whom make any effort to do anything other than attack. They want to destroy the two flying, gold-armored figures first, but they'll take out their destructive impulses on any heroes who get in the way.

Each demon has the following statistics:

F A S E R I P
IN EX IN RM TY TY RM

Health: 130

Karma: 42

A demon can use its claws and bite for three separate attacks each round, doing Amazing Hack-&-Slash damage with claws and Remarkable Hack-&-Slash damage with a bite. The demons have Excellent Body Armor, with Amazing resistance to fire and poisonous attacks, as well as being able to cast magical forcebolts from their hands (once per round, 3-area range) for Remarkable Slugfest damage. They have no need to breathe.

If a demon is reduced to 0 (zero) Health, it immediately disintegrates into a stinky, molten mass of goo. These demons (though heroes won't know it for now) were sent after the robots by the Mephisto of another dimension; the demons are completely destroyed due to their removal from their "native" dimensions. If somehow captured alive, a demon self-destructs in three turns, turning into goo.

Crowd Control: Each crowd on the playing surface only responds to a hero's request to move to safety if the hero can make a green Popularity FEAT roll in the turn he addresses the crowd. Otherwise, the people remain in the open, possibly suffering injuries in the subsequent fighting. Once made to move, a crowd disperses and the counter is removed from the playing map.

However, the television crew refuses to move away peacefully, regardless of what any hero says. The TV reporter and the camerawoman then display all of the less engaging traits of getting in the way and causing trouble that they showed in Chapter 1. Heroes must forcibly remove these people from the area to prevent them from exposing themselves to danger. The reporter and camerawoman move in as close as one area away from any combat, and may be attacked by demons in this case at the Judge's discretion. The "Doom beings" do nothing to harm or hinder the TV crew.

AFTERMATH

The battle against the demons (and against the "Doom beings," if they were attacked) progresses until the demons are slain. At this time, the two Doomlike beings attempt to get the heroes to cease any attacks made upon them (if any are in progress).

At this time, the smaller, feminine-looking figure approaches the group (assuming that the two robots made it through the fight in good condition) and speaks. "You are the heroes we have been seeking. We are in desperate need of assistance. You must come with us now; there is no time to explain. I apologize for

the need for haste, but the fate of our world is at stake."

The voice of the feminine being is unfamiliar to the heroes, but the larger being's voice is still a dead ringer for that of Doctor Doom. "If you agree to help our world, then half of you must stand next to me and the rest next to my partner. You must act now!" says the larger figure.

If any heroes refuse to go on this mission, the two golden-armored beings nod, as if saddened — and then immediately move in as close to the heroes in one turn as they can get. Each being then stands perfectly still, and a sudden burst of golden radiance shines from each figure. The radiance envelops the heroes around them, as well as any other identifiable hero within line of sight in an 8-area range — and everyone *vanishes*.

Each robot contained a dimension-shifting device within it, a technological item that sends the robot and any selected beings within an 8-area range back to the robot's home universe, on an alternate, divergent Earth. Each robot automatically selects four or five heroes (not choosing the same ones as the other robot selects, and possibly taking more if more heroes are available), and these are transferred across the dimensions with the robot. Each robot is going to a different place on their home Earth, too: One group of heroes, with robot, is going to enter Chapter 3; the other group enters Chapter 4. The events in both chapters occur simultaneously, so the heroes cannot meet again until Chapter 5.

The two golden-armored figures use any other subterfuge they can to get heroes within an 8-area range of them before this "disappearing act" is pulled, but any hero who is out of range is left behind and cannot participate in this adventure. It is suggested that the Judge have players who have their heroes "left behind" simply create original heroes who are native to the divergent Earth to which the other heroes are going. These original heroes would then join the action with the divergent heroes given in this adventure.

If one of the two robots is destroyed in the battle, the other removes a device from the ruined robot's wreckage and activates the dimension-shifting device (as well as its own device, buried within its own robotic body). This casts all heroes present into the adventures in the next two chapters, but the group is randomly split into two groups of equal size. One random group enters Chapter 3 and the other enters Chapter 4. One group, of course, is without a robot, and the scenario should be adjusted to account for this change.

If both robots are destroyed, then nothing else happens for two days. On the morning of the second day, two more robots identical to the first two appear, make their ways around New York to find as many heroes as possible, and then

dimension-shift them away without explanation. In this latter case, the robots won't harm anyone unless attacked first.

KARMA:

Each demon destroyed	+45
Each hero agreeing to go with the robots	+20
Render first aid if needed by ally or bystander	+15
Each crowd moved to safety	+10
Keep TV crew from harm	+10
Each hero refusing to go with the robots	+0
Property damaged inflicted	-5 to -25
TV reporters injured	-10
Attack Doom robots without talking to them first	-15
Each hero defeated	-20
Bystanders injured	-30
Each Doom robot destroyed by demons	-35
Each Doom robot destroyed by hero	-45
Bystanders or reporters slain as result of hero's action (or lack thereof)	-All



WINGED DEMON™

Chapter 3: The Victor's Circle

NPC ROSTER: Victor robot, VALOR™, embassy robot guards, the SWORDS-MAN™, the NPC Sub-Mariner, ATTUMA™, KLAU™, and the NPC Wasp (JANET PYM™)

NEW PC ROSTER: HAWKEYE™, QUICK-SILVER™, FLARE™, and the android HUMAN TORCH™

SUMMARY: Four of the player characters (those who were traveling with the larger "Victor von Doom" robot) arrive at the Latverian embassy in an alternate universe. There they meet a new super-powered hero, four familiar (but different) heroes, an assortment of familiar (but different) villains, and a surprising ex-hero. In this chapter and the next, the Fantastic Four, Avengers, and Spider-Man learn the depths of A.I.M.'s plans for interdimensional conquest, and the dire straits in which this new Earth finds itself.

Note that the new PC Flare is ALISON BLAIRE™, who became DAZZLER™ in the mainline universe. The android Human Torch is the being who became the hero VISION™ in the mainline universe. See their separate histories for more information.

SETTING: The four heroes and the larger Doom robot appear in the Latverian embassy of the divergent Earth. The map is on the inside of the module cover, and fills two pages. Small x marks show the normal location of a number of apparently human guards in and around the embassy building. If desired, the Judge may locate the building itself on one of the city maps available to him (see setting notes for Chapter 2), or he may draw out his own maps and place the embassy building where he wishes on them. This encounter takes place during the daytime, in New York City, though it is the New York City of an alternate universe. Still, the city is still quite familiar in appearance. The heroes and the larger Doom figure start the scenario in the area marked with the asterisk (*).

SPECIAL NOTE: Before the start of the scenario, the Judge should take the players aside who had characters transported by the smaller of the two Doom robots. The players should be told that their characters are involved in another adventure to be played out after this adventure is resolved.

For now, these players have the chance to take the roles of some heroes from a divergent Earth, one on which history has changed greatly from that of the mainline MARVEL UNIVERSE™. The four players

should then be given the four alternate player characters for this mission, as well as a verbal rundown on this world's situation at the present time. The only information that should be denied the players is that which concerns Victor's present plans and goals against Mephisto; people think he's up to something, but they don't know what. The fight against A.I.M. is of prime importance for now.

The Judge should use his own best judgement in answering any questions the players may have about the status of their new characters and that of the world on which they now find themselves. It is worthwhile to have informed, excited players who are eager to play their new roles, rather than confused and uncertain players who can't get into this change in affairs. Encourage the players to read over their new characters, develop their strategies for role-playing their characters as a team, and develop, too, ideas on how to present the personalities of their characters and how they might interact with the other mainline heroes.

Because this change-over in heroes should come as a surprise to the other players, and because of the time it requires to grow accustomed to the new heroes, the Judge should allow a break in the game of at least an hour or two, if at all possible, between Chapters 2 and 3, and again between Chapters 3 and 4 (when a similar change-over is made, with new heroes coming in to meet the other four "original" heroes). Order out for pizza, turn on the television, and give the four players who are temporarily left out of things some free soft drinks. They'll get their chance to do sneaky things later on.

ADVENTURE

Those super-powered heroes taken by the larger "Doctor Doom" notice the familiar city skyline wink out into darkness for a moment — and then a new environment appears around them. They now appear to be indoors, in a pillared central hall inside a beautifully decorated, modern building with a European flavor to it. "Doctor Doom" is still with them, but the other heroes who were with them before are now missing!

(Note: If the larger Doom-bot is not present — in the event that it was destroyed earlier — the party simply appears without it.)

Standing off to the side of the group (in the same area) is another figure — one just like the smaller Doomlike being they saw earlier. The figure regards the group solemnly and without immediate action — unless the Sub-Mariner is present. If this is so, then the feminine figure raises her gauntlet and points at the group, says, "Do not move, or you'll feel the wrath of Valor!"

The figure is Valor, a super-powered

hero who is in reality VALERIA VON DOOM™, the wife of the ruler of Latveria in this divergent world. As noted in the character sheets and in the introduction to this adventure, Victor von Doom is a super-powered hero on this Earth. The player characters are in the Latverian embassy building in this world's New York City, which is much like the "regular" New York City in appearance and offerings.

The heroes are expected to remain calm and not attack this costumed, armored figure. However, if they do, Valor has her guardsman (see below) to back her up (and the larger Doom-bot, if it is present). She attacks only to incapacitate or capture her attackers.

Valor was instructed to wait at this spot for the return of one of the Doom robots from the (mainline) Earth to which it had been sent on its hero-finding mission. Valor won't expect to see a being that she recognizes as one of the worst super-powered villains ever to plague her world — NAMOR™, the Sub-Mariner. If he is present, she fears that A.I.M. has uncovered Victor's plans to recruit heroes from A.I.M.'s home Earth in the fight against that organization. It takes a lot of talk to convince Valor that this Namor is a good one (Judge should have the group leader make a yellow Popularity FEAT roll in order to convince Valor of Namor's heroic nature). One roll may be made per turn of convincing; the Judge should ensure that only sound, logical arguments get a roll. If anyone attacks Valor, all chances of convincing her that the heroes are in fact heroes are lost for the time being. If Valor believes that the new heroes may be evil, she continues to parley with them (having her Doom robot and the Latverian guardsmen, who are also robots, watch them as well, ready to open fire at her order) until the A.I.M. attack described below begins. The heroes might redeem themselves to Valor then, even if they attacked her earlier.

The Judge should role-play Valor freely, with the following restrictions. She won't remove her armor, show her face, or reveal her identity to these heroes at first (though her identity is common knowledge to everyone on her home Earth). She was instructed to talk with the heroes, explain the nature of the current crisis on her world, and get their willing support (which might be difficult after the nature of their travel here, if they hadn't initially wanted to come along). At the same time, she is to get a feel for these heroes as heroes. Are they trustworthy? Do any of them appear to be duplicates or analogs of heroes who exist in her own world? Are the heroes willing to help out of goodness, or because they feel forced to do so? All of the above information is to be related to Victor at a later time, when the newly arrived heroes are not present.

Valor does not object if the heroes wan-

der around the hall of the building, though she warns them not to go outdoors yet. The heroes are allowed to wander through the central hall, conference rooms, ballroom, auditorium, restrooms, and art gallery of the building's eastern half, but are asked not to pass the apparently human (actually robotic) guards at the central hall door leading to the western half of the building. If the heroes try this, they will be attacked.

Heroes who examine their surroundings learn the following:

1. Plaques inside the building and on the doors proclaim that this is the Latverian embassy building in New York city. Framed pictures around the halls show full-faced pictures of Victor von Doom (with a scar on one cheek), a woman said to be his wife Valeria, and Castle Doom, the seat of government in Latveria. Also scattered around are pictures showing healthy, happy, well-fed, and well-dressed Latverians.

2. The streets outside the embassy are deserted. The distant wails of air raid sirens can be heard over the city. Any hero making a yellow Reason FEAT roll recognizes this area of New York as south Manhattan. The building, in the mainline Marvel Universe, is in use as a private art gallery. The building has but one story and has no basement.

3. The apparently human guards at the x-marked positions do not breathe nor move, yet their eyes follow everything that the heroes do. The guards wear traditional Latverian dress from the 16th century (very similar to that of Elizabethan palace guards) and are armed with halberds (pole axes).

The guardsmen robots have the following statistics:

F	A	S	E	R	I	P
RE	RE	RE	RE	TY	EX	TY

Health: 120 Karma: None

Their halberds are charged with electrical energy, doing Remarkable Hack-&Slash damage in close melee combat.

The conversation between Valor and the four heroes may continue for only a few minutes. Once Valor has explained the majority of her world's problems and is learning whether or not the heroes intend to help her out, things suddenly change.

The Attack: Valeria says nothing about the air raid sirens or the deserted condition of the streets outside at first, but at a point in the conversation selected by the Judge, she breaks off speaking and stands still, waving off the heroes for a moment. She appears to be listening to something being broadcast through her helmet.

"Take cover immediately!" she shouts, reaching for a button on her belt (to activate her force-field.) "We're about to be hit with —"

An enormous, heavy aerial explosion

cuts off her words. The embassy building's windows flash as a brilliant burst of light appears outside. Characters who had wandered outside against Valor's advice are exposed to Amazing levels of light (blind for 2-20 turns unless an Endurance FEAT is made). Characters outside the building take no damage, unless they are robotic in nature or use electronics (such as IRON MAN™ or a S.H.I.E.L.D. agent in Mandroid armor).

At the same moment that the flash occurs, *all* of the Latverian embassy guards stiffen, then fall over as if dead. A.I.M. has exploded a small nuclear device far above the city — too high to cause ground casualties, but the electromagnetic pulse from the bomb has destroyed the advanced circuitry of the robot guards (as well as much of the exposed electronic circuitry and computer equipment in this part of New York City). The large Doom robot stiffens and falls as well, destroyed by the EMP burst. Valor herself, having not reached her force-field button in time, has lost the use of her powered armor and is almost helpless within it (the armor plating is still useful, but no other powers work for this scenario).

The EMP burst was of Monstrous intensity. Any robotic or battle-suited beings present take Monstrous damage to their circuitry outdoors and Amazing damage inside the embassy. The Judge should use his own discretion in deciding which devices and beings are affected by the burst; Iron Man would be a good candidate for EMP trouble.

This EMP attack signals the beginning of a massive air battle between invading A.I.M. aircraft and this Earth's S.H.I.E.L.D. forces, in the skies over New York City. This battle should not affect the fight on the ground; they'll have enough to worry about on their own. Though S.H.I.E.L.D. wins this fight, the victory is a slim one. The battle was anticipated by a few hours and warnings to evacuate or take shelter were given out ahead of time, explaining the empty streets outside.

At the same moment, two antigravity vehicles (Excellent Control, Remarkable Speed, Good Body) land outside the building, one each in the northern and southern courtyards of the embassy building. These vehicles have Monstrous shielding against radiation weapons. The vehicles open on the following turn, and six beings leap out of each and charge up the steps into the embassy.

The attackers from the southern craft are this world's evil Sub-Mariner and his ally Attuma, followed by four heavily armed A.I.M. soldiers. Their mission is to capture or slay Valor, loot the Latverian embassy, destroy all guards and police officers present, and find all valuable documents that might be of interest to A.I.M. The four A.I.M. gunmen have the following statistics:

F	A	S	E	R	I	P
EX	GD	GD	EX	TY	PR	FE

Health: 60

Karma: 12

The gunmen are each armed with a Gatling laser (10-area range, Excellent S&T damage, 1 burst per turn, 20-burst power pack, takes two hands to fire, affects all target in target area), four high-explosive grenades (Remarkable damage to all in target area), and a concussion pistol (4-area range, Good Slugfest damage, 5-shot power pack). Except for picking up Valor and any costumed heroes they find, they are not planning to take prisoners. The soldiers are wearing Good Body Armor.

The attackers from the northern craft are this world's Klaw (who was not converted into sound energy, and is still human) and the Swordsman, who is alive on this continuum. They have four A.I.M. soldiers with them as well.

Two turns after the A.I.M. assault forces arrive, four new heroes arrive (the four played by the players whose characters could not take part in this scenario). The four Defenders (Quicksilver, Flare, Hawkeye, and the android Human Torch) have left their own antigravity vehicle (same statistics as the A.I.M. vehicle above) nearby, and may enter the map around the embassy from any direction, on any outer area. The four Defenders have the assignment of protecting Valor and the Latverian embassy, and capturing all A.I.M. personnel and super-powered villains they can find.

Finally, two turns after the Defenders arrive, a new character (an NPC) arrives. Janet Pym (further described in the NPC section later in this module), once known as this world's Wasp, was driving through Manhattan despite the air-raid alert when the nuclear EMP destroyed her car's ignition and electrical system. Seeing the attack on the Latverian embassy, she overcame a crisis of confidence in her own abilities and decided to join the fight against A.I.M. If she sees any Defenders in the area, Janet won't speak with them, but she throws herself into combat, fighting wildly and without care for her own safety. If she sees the mainline universe's Wasp, however, she then screams "Skrull impostor!" and attacks JANET VAN DYNE™ to the exclusion of all other beings.

Reasoning with the NPC Wasp is very difficult due to her single-minded fury. She no longer cares about herself and wishes only to trade her depressing life for one last grand shot at heroism — with the unspoken thought that she might get herself killed, which would solve all of her personal problems right now. If subdued or persuaded (at the Judge's discretion) to cease her berserker fury, the NPC Wasp is prone to attach herself to a player character, preferably a female one or a male one

who won't take advantage of her, in order to start sorting out her life. She-Hulk, Captain America, the Invisible Woman, and the PC Wasp would be the best candidates for being Janet Pym's friend and ally — if the players are willing to pick up the burden for their characters.

The slugfest and firefight between heroes and villains should keep the players busy for many turns, if the Judge plays his NPCs carefully. The A.I.M. forces and villains try to break into the closed-off western end of the embassy, particularly into the Command Center and the Royal Latverian suite. Any villain who spends two turns undisturbed in either location gains important papers relating to Victor's operations and plans for the future. If this villain escapes from the embassy fight after gaining this information, future events are altered in Chapter 7. The villain must leave the embassy and get to one of the two antigravity vehicles; take-off then means the villain has escaped and accomplished his mission, even if no other A.I.M. forces escape the good guys.

Valor, for her part, can do little to aid the heroes in this fight, as her armor is out of commission. She can move only one area per turn, but still tries to fight off attackers trying to capture her.

AFTERMATH

If all goes well, Valor is convinced that the heroes are of good character and have more than adequate fighting power, and she directs them to wait at the embassy until the other heroes can be found and brought to the embassy as well. Valor explains that the use of two interdimensional robots was to ensure that at least one group made it to this universe safely (dimensional travel is still rather risky). The other group should be safely aboard the East Coast HELICARRIER™ (yes, she confirms, there are two Helicarriers in this world; the other guards the West Coast and the Pacific Basin).

Otherwise, the heroes may attempt to question any villains that were taken prisoner. The evil Namor and Attuma freely admit, while uttering strings of curses, that they joined A.I.M. in order to drive down the governments of the surface people. The evil Namor, once he adjusts to seeing his duplicate from the mainline Earth, tries to persuade him to join A.I.M.'s cause and destroy the surface world in revenge for the destruction of Atlantis on this world. How the heroic Namor resolves this is up to his player, though any check of S.H.I.E.L.D. or Defenders files (or Latverian files kept by Valor and Victor at the embassy) reveals that this world's Atlantis was first destroyed by a human named DESTINY™, using a mystical device called the SERPENT CROWN™ (as happened after World War II in the mainline uni-

verse). It also appears that the Skrulls may have bombarded Atlantis during their invasion, believing it to be a threat to them. Only a few Atlanteans now survive as homeless wanderers.

If confronted with the latter evidence, the evil Namor shares this information with Attuma. It serves to enrage them and cause them to attack A.I.M. if they get the chance to escape, since they are aware that A.I.M. employs Skrulls. Namor and Attuma may not trust each other, but they see themselves as united against all the rest of the world, and they shall be all the more dangerous.

If Namor hears Steve Rogers speak at any time, he may make a Reason FEAT roll to recognize his voice (the two fought side by side in World War II). Namor is stunned to see his old comrade alive, though he won't change his mind about fighting humans at first. However, if Captain America is present and tries to convince Namor to cease fighting, recalling their days together against the Axis powers, Namor should make a Psyche FEAT roll to continue fighting. On a white (only) roll, Namor ceases fighting and surrenders, while his comrades continue to fight.

Klaw cares for nothing and no one but himself, and makes any deal or betrays any comrade to get his freedom (or at least a reduced sentence). The Swordsman, if defeated, undergoes a change of heart. He wants to be free of Mephisto's influence, but dares not tell the heroes of his pact with the demon yet. He makes a full confession of his involvement with A.I.M. and Mephisto while in a holding cell in prison (see Chapter 5).

However, if mistreated or badly injured by anyone other than Hawkeye (from whom the Swordsman expects such treatment, given the circumstances; see character background for Swordsman and Hawkeye), the Swordsman makes a Psyche FEAT roll. If he gets a yellow or better result, he refuses to reveal his information.

If Valor is captured by the Swordsman, she reappears in Chapter 6 as a brainwashed hero defending the A.I.M. base there. The Hulk may be removed from use in this event, with Valor substituting for him.

Little else can be done until the heroes link up with their friends aboard the Helicarrier... but what is going on aboard the East Coast Helicarrier?

KARMA:

Each major villain captured	+50
Hawkeye defeats	+20 to
Swordsman	Hawkeye
Captain America talks	+20 to
Namor out of fighting	Captain America
Heroic Namor defeats evil	+20 each
Namor or Attuma	to Namor

NPC Wasp befriended	+15 to
her friend	
Render first aid to ally	+15
if needed	
Good role-playing*	+5 to +10
New PC hero attacks	
heroic Namor	+0
Any other PC hero attacks	
another PC hero	-10
Each hero defeated	-20
Heroes injure NPC Wasp	-10
Valor injured	-25
The Swordsman (or other	
villain) is mistreated	
by heroes	-30
Each major villain	
(Swordsman, Attuma,	
Sub-Mariner, and Klaw)	
that escapes	-45
Heroes attack Valor	-50
Villains kidnap Valor	-50
Valor, NPC Wasp, or foe	
slain	-All

* — Bonuses for good, consistent, interesting role-playing should be considered throughout this module, but is particularly important once the heroes of the mainline universe meet their "What If?" counterparts.



KLAW™

SWORDSMAN™



SUB-MARINER™

ATTUMA™

Chapter 4: Helicarrier Hurricane

NPC ROSTER: The Super-Skrull, Skrull warriors, and the divergent Earth's former Captain America (Jeffrey Mace)

NOTE: The Judge should read the NPC character entries on the two different men who have served as Captain America on this Earth — Jeffrey Mace and JACK MONROE™ — and should not confuse them with the mainline Earth's Cap (Steve Rogers) or with each other. Jack Monroe appears in a later chapter.

NEW PC ROSTER: Ben Grimm, CRYSTAL™, MATT MURDOCK™ (DAREDEVIL™), and RICK JONES™ (who is this world's NOMAD™)

SUMMARY: The other four heroes who appeared in Chapter 2 (those who were transported away by the smaller Doom figure) now reappear aboard the Helicarrier — the East Coast Helicarrier that exists in the same divergent universe in which the group in Chapter 3 found themselves. The Helicarrier is hovering over New York City, engaged in a titanic air battle with A.I.M. forces. Those heroes who are coming aboard unexpectedly are about to make two sets of new "friends" — each of which desires nothing more than to kill the other set.

SETTING: The Helicarrier Combat Operations Center map, on the large map sheet that comes with this adventure, is used for this scenario. The smaller Doom figure and the four heroes who went with it reappear on the space marked with the asterisk (*). The Judge should place ten new figures on the Combat Operations Center as well — figures who appear to be S.H.I.E.L.D. agents in work uniforms. These figures should be standing near the various computer consoles, working the controls; two figures, however, are placed by the elevators as guards, and one stands at the top of the stairs.

The figures (all actually Skrulls) appear to be the following personalities from S.H.I.E.L.D.: Col. Nick Fury™, the agency's Director; agents GABRIEL JONES™ and SHARON CARTER™ (the latter is dead in the mainline MARVEL UNIVERSE); and, Special Director TIMOTHY "DUM DUM" DUGAN™. The other agents appear to be typical personnel not familiar to anyone else. All of the figures appear to be armed with sidearms (and a few with rifles). The four "personality" figures are not acting as guards. When the scenario starts and the heroes from the mainline Earth look around the room, the Judge should describe the S.H.I.E.L.D. personnel they see as if they were who they appear to be.

SPECIAL NOTES: This scenario, like the one for Chapter 3, involves the introduction of four new super-powered heroes, ones native to this divergent universe. The players whose characters were transported across the dimensions by the larger Doom robot and took part in the events of Chapter 3 must now adopt the roles of entirely new characters.

The Judge should read over the "Special Note" for Chapter 3 and apply the principles to the introduction of S.H.I.E.L.D. agents Ben Grimm, Crystal Storm, and Matt Murdock, and their associate Nomad (Rick Jones). The players should have time to read over and familiarize themselves with these new roles, and to decide on possible strategies in solving the scenario. Because all of these new characters are familiar with the Combat Operations Center of the East Coast Helicarrier, they should be allowed to look it over for a few minutes (before the Judge sets up the scenario for the evening) to decide how to go about their attack.

ADVENTURE

The ten "humans" in the Combat Operations Center are actually Skrulls, working for A.I.M. Since their defeat on Earth many years ago, the few Skrulls left on Earth have taken up an "underground" existence, fleeing from vengeful, Skrull-hunting heroes and robots. At the present time, only these few Skrulls are left. A.I.M. stumbled across their lair in northern Indiana several months ago during its investigation of this universe, and managed to hire them over to serve as commando soldiers and spies. The Skrulls, led by this Earth's version of the Super Skrull, have done their jobs well — but not out of love for A.I.M.

So far, the Skrulls have accomplished their current mission to take over the Helicarrier and disrupt its command programming. They are now trying to set the atomic reactors powering the Helicarrier to melt down and explode, causing the Helicarrier to crash into the city below. The crew manning the bridge has been knocked unconscious with special grenades the Skrulls were given by A.I.M.; all were dragged into the secure conference room in the corner of the Combat Operations Center deck and locked in (14 men and women, variable statistics, all normal humans).

As soon as the reactor is set to explode, the Skrulls plan to flee the Helicarrier by taking off in one of the space-capable fighter planes carried by the craft. The Skrulls are enjoying their job, even though they hate A.I.M. as much as they hate all humanity. They plan to eventually take over A.I.M. from the inside and cause tremendous havoc on this world that has given them so much grief.

The original plan being followed by the S.H.I.E.L.D. personnel (before the Skrulls interrupted everything) was to await the arrival of the Doom robot (Victor had warned everyone ahead of time about it) and escort the arriving heroes and the robot to a conference room aboard the Helicarrier, where Nick Fury would join them later. Colonel Fury hasn't arrived at the Helicarrier yet. Victor had split the original party into two groups to ensure that at least one group made it to his universe safely; he was aware that Mephisto was sending demons after his robots to stop them, and he wanted to avoid putting all of his eggs in one basket, so to speak. The plans have now gone awry.

The moment the heroes appear with the smaller "Valor" robot, the "S.H.I.E.L.D." agents notice their appearance and shout, "VALOR!" Immediately, all of the "agents" open fire on the Doom robot, attacking it alone. The Judge should have the robot be immediately destroyed by the gunfire, making all hits against it automatic. The incoming heroes immediately realize that their companion was not human after all — and they have that one turn in which to take cover or perform any other action they wish.

If the heroes elect to talk and not attack the "S.H.I.E.L.D." agents, "Nick Fury" orders a cease fire and demand to know what the heroes are doing aboard the Helicarrier, how they got here, why were they with Valor, etc. He won't answer any questions himself, angrily shouting that "there's a war on here, if ya haven't guessed!" If asked why he shot the Valor robot, "Nick" calls Valor a traitor and adds any other slanders the Judge can think of.

"Nick Fury" is a regular Skrull who is simply doing the best he can to stall things until the Super Skrull ("Sharon Carter") comes up with another plan or renews the attack. The Skrulls want to avoid revealing themselves if at all possible.

One thing should be taken into account. If Spider-Man (wearing his new all-black costume) is one of the heroes who pops into this scenario, he draws immediate attention from the Super Skrull if he speaks. The alien will recognize his voice (as the Super Skrull heard the last broadcast the divergent Earth's Spider-Man made from the Skrull flagship, two decades ago). The Super Skrull roars "SPIDER-MAN!" and attacks that character in a berserk frenzy. All other Skrulls also fire their weapons at Spider-Man to the exclusion of all other actions. Much of this ferocity is motivated by a mortal terror that Spider-Man has returned from the dead to haunt the last of the Skrulls on Earth.

After three turns of either talking or combat, following the appearance of the PC heroes, two more "S.H.I.E.L.D." agents appear, dragging a semi-conscious form (Captain America!) between them. This

Cap is emaciated and exhausted, as if he's been tortured or is gravely ill. The Skrulls come out of one of the two small passenger elevators; one of them shouts (before he realizes what's going on): "Commander! This one caught us while changing belowdecks! There are more coming. . . ." Then the "agent" stops, seeing the newly arrived heroes.

If the heroes ask about the Captain America held by the "agents," "Nick Fury" says that this Captain America is a traitor (and an impostor, if the Captain America from the mainline Earth is among the heroes with this group). The Captain America held prisoner (actually Jeffrey Mace, who came aboard the Helicarrier to ask to be allowed to help in the fight against A.I.M., and ran into the two Skrulls instead) gasps when he sees Sharon Carter, calling out, "How did *you* get here?" (The real Sharon Carter, Mace's wife, is still back at their home in New York City.)

Two turns after the new "agents" arrive, the new player-character heroes attack. Nomad, Ben Grimm (in armor), Crystal, and Matt Murdock (Daredevil) enter the Combat Operations Center by the stairway in the corner. The (Skrull) guard at the top of the stairs hears them coming and can get off one shot as the heroes come up the stairs. The three members of S.H.I.E.L.D.'s "Fantastic Four" and Nomad are aware that the entire bridge crew has been knocked out, and that Skrulls are holding it (television cameras and Skrull detectors on the bridge have been monitored from elsewhere aboard the Helicarrier). The four new heroes have not monitored the appearance of the four heroes from the mainline Earth, and may initially believe that these new figures are Skrulls, too. Subsequent events may cause them to change their minds.

Once an attack by the four new heroes begins, the Super Skrull drops his guise as Sharon Carter and attacks with all of his powers. The other Skrulls do likewise in the next turn, but they retain their weapons.

One of the Skrulls then moves to the controls in the corner of the bridge, next to the conference room, and crouches out of the line of fire while fiddling with the controls. If allowed to do this without interruption for five turns, loud alarms sound on the bridge, and a recorded voice announces, "Warning! Reactor chamber experiencing shutdown of coolant system! Meltdown possible within next hour!" This recording plays continuously until the reactor's coolant system is restored. Anyone making a yellow Reason FEAT while examining the controls may set things straight again in just one turn. However, the Skrull who set the controls in this manner does all he can to keep heroes from getting close to the control panel.

The non-super Skrulls are each armed

with a plasma-beam handgun (7-area range, Excellent Slugfest damage, 10-shot power pack), and five of the Skrulls have sub-machine guns (7-area range, 25 points S&T damage, 7 bursts per clip, 2 extra clips carried, may hit up to three adjacent targets within 1 area). Two of the other Skrulls are carrying machine pistols (3-area range, Excellent damage, 6 bursts per clip, 1 clip only). None of the Skrulls are using S.H.I.E.L.D. Body Armor.

The Skrulls are desperate and fight to the death or until subdued. They may try to hold "Cap" (Jeffrey Mace) hostage in order to get their freedom, but only if the Super Skrull is defeated. The Skrulls fully intend to kill Mace as soon as he is of no use to them, since he was one of their most hated foes in the past. If all goes against the Skrulls, at least one may try to kill Mace in the last few seconds of the fight.

AFTERMATH

If captured, the Skrulls simply give up, expecting that they will be slain (they won't, as some heroes have been running a special service to deport captured Skrulls to an unnamed planet, where they can live in obscurity and peace away from Earth). The Skrulls tell all they know about A.I.M., revealing little that the heroes don't already know.

Though Jeffrey Mace (once he recovers from exhaustion) wants to be taken along on any future raids against A.I.M., his situation is complicated. The mainline universe heroes won't know that he is not the "current" Captain America of this world, though the four newly arrived heroes know he can't be (Mace is too thin and weak, for one thing).

Note that a change-over in the identity of this Earth's Cap was made because of Mace's cancer (see character sheets for Jeffrey Mace and Jack Monroe). Though unaware of their Cap's true identity, most heroes from this world suspect a change-over was made, but have said little about it (questioning a hero's identity is in very bad taste). Mace won't give up his uniform or reveal his identity to anyone at first; only Nick Fury and Jack Monroe know about his past service as Cap. The NPC Cap is allowed to rest aboard the Helicarrier until Chapter 5's meeting.

Jeffrey Mace (like the other divergent Earth heroes) at first believes that the new Captain America is Jack Monroe (this Earth's current Cap), and he is greatly cheered by his appearance. If allowed, Mace talks with Steve Rogers in the belief that Rogers is Monroe, unless Rogers corrects this assumption and reveals some of the true situation to Mace.

However, in conversation with Steve Rogers, Jeffrey Mace will suddenly realize that Rogers is not Jack Monroe. At first he will be suspicious, but Jeff Mace recog-

nizes the voice of the man he fought side-by-side with during the Second World War if he makes a Reason FEAT. This FEAT may be made once per turn of conversation. If he makes this FEAT roll, Mace is stunned and overcome with emotion. He has modeled his entire life after the original Captain America, who was believed to have been slain at the war's end. Though Mace won't know Steve Rogers by name, he knows this is the one-and-only original Captain America.

This sudden discovery of the mainline Cap's "authenticity" also applies to the android Human Torch, who also fought alongside Cap in the Second World War. How the player of the android Torch wishes to handle this is up to him. A similar Reason FEAT applies in order to make this discovery.

The heroes, after the conclusion of this scenario, are invited to attend a special conference at the Latverian embassy building. There, they are reunited with their fellow heroes, from the mainline universe and from the divergent one, and they may rest for two days, recovering appropriate amounts of Health during this time. The adventure proceeds directly into Chapter 5.

KARMA:

Super-Skrull is captured	+75
Captain America befriends Jeffrey Mace	+20 to Captain America
Free 14 crewmen from conference room	+25
Render first aid if needed	+15
Each Skrull captured	+10
Attack "S.H.I.E.L.D." agents (Skrulls) before becoming aware that they are enemies	-10
Any PC heroes fight any other PC heroes	-10
Damage to room and computers	-10 to -25
Each hero defeated	-20
Cap (Mace) is injured	-40
Attack Cap (Mace)	-40
Cap (Mace) dies	-All

Chapter 5: Other-world Allies

NPC ROSTER: Valor, Nick Fury, and possibly the NPCs Wasp (Janet Pym), Captain America (Jeffrey Mace), and Henry Pym

SUMMARY: This scenario requires no combat, though it demands role-playing and careful decision making. The eight original heroes from this adventure, as well as the eight new heroes from this divergent universe and several non-player character heroes and onlookers, must make quick plans to head off an A.I.M. victory in this new world.

Two things must be resolved: What is Victor doing about the A.I.M. invasion? And, where are this world's super-powered heroes being held? Vital information is required to decide what must be done about these events.

SETTING: This scenario, based as it is around verbal role-playing without actual combat (though such may occur in an extreme circumstance), doesn't strictly require a map. The characters are called together for a meeting at the Latverian embassy building, which has pulled through the battle in good condition (though the robots took a beating). Player characters may talk, eat, and rest for two full days at the embassy. If the player characters leave the embassy to wander New York City, the Judge may add lib the surroundings, keeping a sketch on paper for himself of the area in which this chapter takes place.

ADVENTURE

The original heroes from the mainline Marvel Universe, and the eight new player character heroes from the divergent universe, are invited to the Latverian embassy building for a high-level conference with Nick Fury, the director of S.H.I.E.L.D., and Henry Pym, the head scientist for the Defenders. The meeting is to take place two days after the heroes arrive in the divergent universe; time is of the essence, but rest may be essential as well. Players may play two characters each, or a limited number of representatives from the two groups may come to the meeting.

The meeting actually consists of one major meeting and a series of smaller ones, as required by the Judge and as created by the player characters. Once the heroes arrive at the embassy building, they are greeted by one of the Latverian guard robots (repaired from the battle with A.I.M.) and escorted inside. Outside the building, New Yorkers are cleaning up the debris from the air battle.

The heroes are greeted by Valor, who

has removed her helmet but continues to wear her repaired suit of armor. She has seen or heard nothing from Victor, but this is not unusual; Victor von Doom is at his castle in Latveria, "considering the problem before us." Valeria says nothing more about him.

The following episodes occur during the time that the heroes are at the embassy. The Judge should set up these encounters and events as desired, coming either before or after the main planning meeting (to be held in the afternoon of the first full day the heroes are at the embassy).

Tense Moments: Nick Fury, the supreme commander of S.H.I.E.L.D., has some immediate reactions to seeing the group of newly arrived heroes. He keeps one hand on his sidearm when he sees or comes near Namor, the Sub-Mariner; this is done out of distrust and dislike for the hero, since Namor's analog has caused S.H.I.E.L.D. lots of trouble in the past. Nick makes it clear that he doesn't care for having Namor around, "even if he's 'sposed to be with us an' not against us."

The "Other" Cap: Nick Fury is also suspicious of the new Captain America (Steve Rogers), and stares at him constantly. In private, he makes references to the past, particularly to events that occurred in World War II, about which only Steve Rogers would have knowledge. He does this in a subtle manner. If Steve rises to the bait, knowingly or unknowingly, then Nick brings up the topic of how Steve survived the war.

If Steve Rogers tells the truth about his being frozen in ice and washing up in Eskimo territory, Nick orders S.H.I.E.L.D. agents to start a search for the Steve Rogers of his own world, hoping to recover their hero. The results of this search won't be known to anyone by the time the module concludes, though the Judge may play out this adventure if he so desires.

The Main Meeting: At the main meeting, taking place on the first day of the gathering, Nick Fury lays out the situation. A.I.M., judging from the reports of captured soldiers, opened several gateways across the dimensions into this divergent Earth several months ago. At that time, A.I.M. sent over "advisors," terrorists, saboteurs, spies, and other members of a subversive network designed to gain control of this Earth. A.I.M. believed that by striking all at once and from surprise, it could rule this world and use it as a staging base against other alternate universes. In a few months more, A.I.M. had planned to transfer its headquarters to this world (if conquered), and then treat the mainline Marvel Earth to the same thing that the captured Earth had gotten. After that, the universe was their only limit.

The A.I.M. build-up had gone virtually unnoticed by this world's super agencies, as much of A.I.M.'s work was done in secret and with the use of interdimen-

sional gateways. When A.I.M. struck, it captured a great many heroes from this world's Defenders and now holds them in an undisclosed location — if, indeed, the heroes are alive at all. They have simply vanished from the world, leaving only a few behind (of which those heroes who are present are the majority).

To complicate things, there is the question of Victor. Victor von Doom is perhaps this world's most brilliant super hero, but he has not joined the fight at all, leaving a battered S.H.I.E.L.D. and local Armed Forces to cope with the problem. Where is Victor? What is he doing? Why won't Valor/Valeria discuss his work? Unless Victor can be persuaded to join the war against A.I.M., bringing his almost legendary army of robot warriors to bear, this world may be doomed to tyranny.

Thus, two problems are to be resolved: finding the lost heroes and getting Victor's aid. Either of these two missions might turn the tide in favor of the forces of good. Both together would certainly do it. Nick Fury establishes that some of the heroes must finalize plans to search the countryside for traces of the lost heroes, and some must go at once to Victor, at his castle in Latveria, and get his aid.

(At this point, the players should be allowed to discuss the matter and decide how to proceed. Other events, as given below, may occur at any time, to keep things rolling.)

Valeria Talks: If one or more heroes pressure Valeria von Doom to tell them about Victor and his plans, have each hero make a FEAT roll on his or her Popularity. A red result indicates that Valeria gives in and reveals some information. (One roll per hero per game day is allowed.) Victor, she says, has been planning vengeance against an otherworldly power for many years, all as a result of the death of Reed Richards. She doesn't know all the details, but she believes it has something to do with Victor's mother, Cynthia, who was slain as a witch when Victor was a boy. Valeria fears that the power Victor is preparing to fight may prove too great a foe and thus destroy him — and perhaps the Earth as well. Victor's robots are going to aid him in his fight.

Scarlet Witch™ Discovered: While the heroes are present at the embassy, word arrives from a courier that the Scarlet Witch has been sighted in Plucien, Indiana, a suburb of Gary. It is believed that the other missing heroes may be at this place. No one knows why Scarlet Witch hasn't attempted to come back to the Defenders for help, and the reported sighting is doubtful — but it is all they have to go on. Nick Fury points to Plucien as an excellent place to start searching for the missing Defenders.

The Swordsman Talks: Shortly after the word is received about the Scarlet Witch sighting, word comes that the

Swordsman has broken down and talked at length about A.I.M.'s set-up. S.H.I.E.L.D. is preparing a surprise strike on all alleged A.I.M. bases — but one base cited is the very same home in Plucien, Indiana, that was mentioned above. The Swordsman has stated that the missing heroes are being held there somehow, and a gateway exists there to the universe where A.I.M. originated. The gateways across the dimensions can only be opened once per month, due to power requirements. The next "open gate" day is in one week.

The Swordsman also wishes to see Captain America (though he believes it is the Captain America of his world). He tells Cap that he, the Swordsman, has been serving Mephisto against Victor von Doom for several months. The Swordsman wishes to be free of the demon lord's influence, and asks Cap to talk with Doctor Strange™ and get the Sorcerer Supreme's aid in recovering his soul.

There isn't time for Captain America to see Doctor Strange, but Nick Fury promises to intercede for the recalcitrant villain, who remains in prison. It takes only a few minutes to conduct the interview with the Swordsman, who is too upset to reveal much more information than was given above.

Tag-Alongs: Both the NPC Wasp and NPC Captain America (Jeffrey Mace) will ask to be allowed to accompany the heroes on any missions. The Wasp wants to regain her self-respect, and Jeffrey Mace wants to free the other Captain America (though he won't speak of this to anyone but Nick Fury and the PC Cap (Steve Rogers)).

Wasp's case is fairly straightforward, but Mace's is not. Nick Fury knows (and will tell Steve Rogers) that Mace has cancer and is dying of it. He might not even last out the next week or so, but Mace has been fortifying himself with substances illegally obtained from Henry Pym, enabling him to stave off collapse for a short time longer. Mace wants to go on his last,

big fight, and it is obvious that it means much to him. He could prove to be a very weak link in the heroes' plans, however, as he is not even close to their combat standards.

The decisions on Mace and the Wasp are left up to the heroes to resolve. Fury advises against taking either hero, as he also feels that the NPC Wasp is entirely unreliable and worthless as an adventurer (this feeling tends to spill over into Nick's assessment of the PC Wasp as well, which could cause problems).

Other Troubles: The Judge may create any other disturbances he wishes for this scenario. How would Valor react if told that the Victor von Doom of the mainline Earth was a vicious criminal and tyrant? How would Quicksilver react if told that Magneto was really his father? How would Quicksilver and the android Torch get along on a mission? All of the problems can be decided by the players and Judge during this discussion scenario.

In addition, the statistics for Henry Pym, the resident scientist of the Defenders™, are given in this module. The Judge may create any other mini-scenarios involving the players and this man as desired, at the players' request or the DM's own whim.

One interesting result of the meeting might be the discovery (from talks with Ben Grimm of S.H.I.E.L.D.) of the actual divergence point of the two Earths. All of this came to pass because there was no Reed Richards to stop it — yet the existence of Reed Richards leads directly to the existence of Doctor Doom, the megalomaniac and international criminal. How the players have their heroes handle THAT should prove to be interesting as well.

AFTERMATH

As the meeting breaks up, the heroes are warned that the two operations must go off without a hitch. If Victor cannot be persuaded to change his plans and join the alliance against A.I.M., and if the captured super-powered heroes cannot be recov-

ered, then all may be lost. A.I.M. may be able to overpower the forces of this Earth, and they will have established a base from which to raid other Earths and universes.

Teamwork and careful planning are required, and the teams must be prepared to use diplomacy (in the confrontation with Victor) as well as physical force. If Victor has indeed been planning to assault Mephisto, then the greatest care must be used on this mission.

The investigation of the Plucien, Indiana, home where the Swordsman says the heroes are being kept prisoner must also go off without a hitch. A.I.M. might slay the heroes outright if they are aware that an assault is underway. The strike must be quick and decisive.

KARMA:

Reveal location of real Captain America to Nick Fury and Jeffrey Mace	+ 20
Allow Cap (Mace) to accompany group	+ 20
Convince Valor to talk about Victor	+ 20
Creating plans for attacking A.I.M. and talking to Victor	+ 10 to each
hero directly involved in planning	
Allow NPC Wasp to accompany group	+ 10
Ally with Defenders and S.H.I.E.L.D. to pool Karma	+ 5 per PC hero to pool
Create arguments with other heroes	-5 to -15
Refuse to allow Wasp to accompany group	-10
Refuse to allow Cap (Mace) to accompany group	-15
Become involved in quarrel between Henry and Janet Pym	-15
Any hero attacks another hero	-30
Publicly reveal information on another hero's identity	-50

Chapter 6: A Nice Place, But...

NPC Roster: The divergent Earth's current Captain America (Jack Monroe™), Scarlet Witch, Hercules™, the Hulk, the Mad Thinker™, and androids, A.I.M. scientists, and possibly the divergent Earth's previous Captain America (Jeffrey Mace)

NOTE: The Judge should read the entries on Jack Monroe (currently held in Plucien as a brainwashed guard), and Jeffrey Mace, who might accompany the PC heroes to Plucien. Do not confuse these two men with Steve Rogers.

SUMMARY: The hero force which is to free the hostages in Plucien arrives without difficulty. S.H.I.E.L.D. has found that a small delivery van (probably bringing supplies) stops at the house daily. Neighbors report that on some nights whole fleets of vehicles have converged on the house.

The heroes assigned this mission receive a van similar to the one that regularly stops at the house. The plan is to drive up to the house and raid it as quickly as possible, doing their best to release the hostages. S.H.I.E.L.D. is concerned by the lack of guards; perhaps that means the inside is so well-defended, more guards are unnecessary.

The delivery van (Typical Control, Good Speed, Excellent Body) is fairly large, roomy enough for up to twelve heroes (not counting two in the front cab). The truck begins the scenario by pulling into the driveway of the Plucien home.

The home is defended by the following brainwashed heroes: this universe's Captain America (Jack Monroe), Scarlet Witch, and Hercules. A fourth being must be added. This is either Valor (if captured in Chapter 3) or the Hulk, who is nearly mindless. A band around his head (see his character description) transmits commands from the brainwashed heroes, which he executes calmly and deliberately — unless the band is destroyed.

The home's garage contains a currently inoperative interdimensional gateway (due to activate in one week, per the Swordsman). An elevator in the back of the house descends a 100' shaft to an underground lab, where this world's Mad Thinker and some A.I.M. scientists monitor their captives held in a special non-space from which they cannot escape. (The elevator has been turned off by the people in the basement, as a defense. The heroes find this out if they get that far...)

The NPC villains expect an attack — but not necessarily right now. The brainwashed heroes are trained to guard against other heroes. Although at first they seem glad to be freed, when the time is right they (and the Hulk) attack, trying to

capture the heroes and send them down into non-space forever.

SETTING: The A.I.M. Plucien, Indiana map on the map sheet for this module is needed for this scenario, along with the map of the complex. The latter can only be reached through the former, except by teleportation.

ADVENTURE

The plan for the assault on the house is cut and dried. The heroes must break in, find the missing heroes, and shut down all A.I.M. operations. The Judge plays to keep the heroes out of the house or defeat them, taking them prisoner.

The Hulk may provide for a new adventure, should he escape and go on a rampage. He is incredibly dangerous (just look at his statistics), and a mission to subdue him, should he escape, could be arranged as a sideline adventure.

The Judge should set up the following beings in the underground laboratory:

Six androids, of the standard sort used by the Mad Thinker (located in the lobby as the first line of defense).

Twelve A.I.M. soldiers, armed with Gatling lasers and concussion pistols (as per the A.I.M. soldiers from Chapter 3, statistics and all).

Three A.I.M. scientists (all Typical stats, save for Remarkable Reason) without armor or weapons, who surrender rather than fight: and

The Mad Thinker, who would rather fight (with his androids, below) than surrender. The Mad Thinker is accompanied by a retinue of six more androids, of standard abilities (see the Mad Thinker's stats listing).

All of these characters fight until overwhelmed, unless stated otherwise.

The underground complex holds monitoring equipment used to maintain the non-space prisons of each captured hero. Each Matrix (labeled on the map), aside from its complex controls (operator needs Reason of Remarkable or better, and a yellow Reason FEAT to use it correctly), shows live pictures of each hero (as improvised by the Judge) trying vainly to break out of the foggy non-space cell.

Neither the Mad Thinker nor the A.I.M. scientists will operate the controls for the heroes. All claim that destroying the controls means killing the captured heroes, who would waste away in the cells over eons. This isn't quite true. If the controls are destroyed, the prisoners are projected from their cells into their home universe — but at a remote distance from Earth, such that they might need weeks, months, or even years to get home with help from a friendly interstellar race.

Any hero who correctly understands and manipulates the controls on a Matrix may free a large number of heroes, who then appear in the front yard of the Plucien

home only 100' above them. The captured heroes (whose identities are decided by the Judge, keeping in mind that nearly all mainline Avengers and X-Men belong to the Defenders in this world) are little the worse for wear and wish to return to their home bases to find out what has happened.

If a Matrix is incorrectly manipulated or is operated by someone without the required Reason score, all heroes held captive by that particular Matrix (about 10-20 of them) are dropped into their home universe at random spots around the Earth. Side adventures may be constructed to rescue some of these heroes, who may find themselves in serious trouble abroad!

AFTERMATH

Freeing the heroes from the Plucien home is a major event, significantly turning the tide in favor of the forces of good. The Judge may invent tales of battles and so forth to show the PC heroes that their work had a measurable effect on the war.

The heroes at Plucien are free to return to New York or to join the local heroes in their battles with A.I.M. If desired, these other battles may be played out, or covered in a quick summary of events of the next few days, given by the Judge. It would be wise, however, to wait until they've finished Chapter 7 before summing up the war. A major confrontation remains to be resolved, between the two terrible opponents whose conflict has helped bring the world to its knees — Victor and Mephisto.

KARMA:

Hulk defeated	+ 150
Hercules defeated	+ 75
A.I.M. complex captured	
without damage to Matrices	+ 50
Cap (Monroe) or Scarlet	
Witch defeated	+ 40 each
Mad Thinker defeated	+ 35
Android defeated	+ 35 each
Scientists captured	+ 20 each
Give first aid if needed	+ 15
Android slain	+ 0 each
Hulk slain	+ 0
Property damage to house	+ 0
Unarmed A.I.M. scientist	
attacked	-10
Each hero defeated	-20
Cap (Mace) injured	-20
Brainwashed hero attacked	
after recovery	-20
Quicksilver or android Torch	-50
injures Scarlet Witch	to Quicksilver
	or Torch
Cap (Mace) slain	-50
Brainwashed hero or A.I.M.	
worker slain	-All

Chapter 7: Highway to Hell

NPC ROSTER: Victor and possibly Mephisto, his demons, Valor, and Wasp

SUMMARY: The task force of heroes who must locate Victor find him standing outside Castle Doom, in a grassy field in Latveria. He is about to begin his assault on Mephisto's realm, and is preparing himself mentally and physically for the attack. At this point, Victor is very determined to go on with the assault, but it is still possible to convince him otherwise — especially if Reed Richards were to suddenly appear before him, a ghost from the past...

SETTING: The map required for this scenario is the Doomstadt/Castle Doom map from the map sheet that came with this module. Victor stands alone on the space marked with an asterisk (*). Low grassy fields surround him. No civilians are anywhere around except in the town of Doomstadt, below the castle. Victor appears to be alone at present. The heroes may enter the map from any direction.

ADVENTURE

The second group of heroes, those who had volunteered to locate and talk with Victor von Doom, are flown to Latveria by S.H.I.E.L.D. high-speed jet. They arrive only two hours after leaving New York. Valor flies to Latveria on her own jet, hoping to arrive even earlier than the heroes.

Landing in Latveria, the heroes first discover that Valor is not here — though her jet should have arrived before they did. She appears to have vanished in the Mid-Atlantic. No other information on her is available.

The heroes may quickly make their way to Doomstadt, only a few minutes from the airport. The section of Doomstadt shown on the map is only a small portion of the full city, which has grown since the guiding hand of Victor von Doom has lifted it into the modern world. The heroes may fly, drive, or run to Castle Doom as they please.

When encountered, Victor is fully armored and alone, holding a small control box in one hand. The box has a single button on it — the button that will cause the majority of his robot army to dimensionally shift to Mephisto's hellish realm and begin attacking every demon in sight, particularly their leader, Mephisto.

When he sees the party, Victor appears startled, but seems unconcerned. If asked, he tells them everything: how he got started in his life, how the death of Reed Richards affected him, how he yearned to free his mother's soul from Mephisto's clutches, how he has waited

for this very day for decades. He is aware that there is a war with invaders from another Earth — after all, he sent two of his Doom robots to get help. But, he tells the group, the heroes have been used to serve a greater good: that of the assault on Hell. They may as well know the full truth now that the moment of the attack is at hand.

Victor brought the heroes to this world to essentially "fill in" for him while he prepared his armies for the attack on Hell. He could not be bothered with fighting a mere force of humans, when he was preparing to take on the whole of Mephisto's Abyss! The heroes are congratulated for their successes... but they are warned that they are not to interfere with Victor's plans now.

Victor announces that he has already finished the mystical rituals to free his mother's spirit, and Cynthia von Doom's soul has now left Mephisto's grasp. The Lord of Lies will be enraged at this "theft," and he may even now be preparing to assault Victor within the next few moments. The robot invasion of his realm may make the Lord of Lies even angrier.

Unless Mister Fantastic is present in the group and talks, or unless someone else tries to stop him, Victor goes ahead and presses the button box he holds. No one notices anything next unless they make a red Psyche FEAT roll. Those making this roll feel an odd sensation, as if invisible things were stirring about them; then the feeling passes. The raiders have been launched. Hell is about to be attacked, and no one can prevent it now.

Only Reed Richards has a chance of talking Victor out of this plan. It might be that Reed will want to join Victor, of course — it all depends on the player, though this was NOT the mission of the group. The Judge should remind the players that time is slipping by, and they need to get Victor's help as soon as possible. Victor's robots are needed to defeat A.I.M., and attacking Hell may bring even greater destruction upon the world than A.I.M. could hope to create.

Victor's reaction upon seeing Reed, the person Victor once believed dead, should be carefully considered by the Judge. Victor can tell that Reed is not a Skrull (from his Skrull detector), and seeing Mister Fantastic is quite traumatic for him.

The players may also use their own super powers to stop Victor from launching the assault, though they automatically face an enraged Victor immediately afterwards. Victor, if frustrated from his plans by a direct attack, attacks the heroes with all of his powers. Of course, the heroes are not required to attack Victor at all; they may even wish to assist him in some manner in the assault.

Whether Victor pushes the button or not, Mephisto is still coming to call on him (unless the Judge decides differently). About four turns after the button is

pushed, or four turns after the heroes persuade him to give up his attack, Mephisto himself appears on the map, in the same area with Victor. Clutched in the demon lord's hand is the limp figure of Valor!

"Insolent mongrel!" roars Mephisto. "Most arrogant of all men! You tried to destroy me — ME, Mephisto the Unkillable! You count yourself my equal, but you are a crawling worm with the ego of a madman! You stole the soul of your mother from my realm, and your mechanical servants are killing my demons, but you could not defend your own loved one from me! HERE!" Mephisto tosses Valor at Victor's feet (who automatically catches her before she hits the ground). "Here is your wench, captured by my servants only hours ago! An eye for an eye, a soul for a soul! Her spirit is MINE, for all time! If your soul burns for vengeance, then, FIGHT ME, WRETCH!!!"

At this point, Mephisto and Victor begin their final battle. The Judge should work out the details of this combat in advance and play it out, making adjustments as necessary for the actions of the other heroes. All the stops are pulled out for this fight — make it a memorable one!

Any heroes who wish to fight Mephisto may do so. Show them no mercy. Mephisto, if he conquers a hero, automatically snatches that hero's body to his own infernal realm for eternal torture (if Mephisto wins the battle). Recovery of lost heroes is possible, if the PCs gain an ally on the level of DOCTOR STRANGE™, but this is not a requirement.

Mephisto concentrates all of his initial attacks against Victor and those who join him. Any heroes not joining the battle are attacked by Mephisto personally after the fight ends, unless they have fled.

If, somehow, the PCs and Victor actually manage to DEFEAT Mephisto — then the demon lord vanishes in a fiery blaze — and all damage taken by the heroes from Mephisto *vanishes!* "Slain" heroes, as well as Valor, are automatically declared to be alive and unconscious, at death's door (Health: 0).

How is this possible? As demonstrated in his final conflict with the Beyonder (see SECRET WARS II, issue #9), Mephisto's powers on the Material Plane are *wholly illusory*. All damage taken by the heroes directly from Mephisto is simply not real. Any player who recalls this bit of knowledge may say that it is a tidbit of arcane lore his hero remembered from somewhere; that hero (and any others who also remember it) are allowed to make a red Psyche FEAT roll at the end of each turn they are in direct battle with Mephisto, in order to disbelieve the damage and see through the illusion. However, this roll must be made every turn in combat. Just because one hero disbelieved an eldritch bolt doesn't mean he disbelieves the fireball on the following turn.

AFTERMATH

If the robots were launched on their way into Hell, they won't return until a full day has passed. After that, a large number of robots return, many in gravely damaged condition, but they then move on to the fight against A.I.M. —that is, if either Valor or Victor has survived the fight with Mephisto.

If Mephisto wins this fight, then Victor, Valor, and all unconscious and "dead" heroes are spirited away for eternal torment in the Lord of Lies' inferno. The fight against A.I.M. goes on without Victor's robot forces. Latveria will go into mourning when it realizes the loss of its leader.

It is possible that, if Mephisto should win, he would begin attacks against the world that spawned Victor as well. This possibility should be handled by the Judge as seen fit. Mephisto will attempt to destroy all existing super-powered heroes, subjugating all villains (including A.I.M.

forces), and ending all worship of any being but himself.

If Mephisto is slain, he eventually reforms in his own hellish realm, but it takes many years before he can again challenge the universe in which Victor lives. Nearly all of Mephisto's demons are slain. Victor will have fulfilled his lifelong dream of vengeance and freedom, and will be in a better position to deal fairly with everyone.

Mister Fantastic, however, can instill some responsibility in Victor by pointing out how Victor's selfishness and arrogance has cost the world dearly, in terms of lives lost and delays in fighting A.I.M. If Victor fails a Psyche FEAT roll, he becomes remorseful and essentially learns to moderate his feelings and goals. If the Psyche FEAT fails, Victor chooses to ignore Mister Fantastic, and he may cause further troubles on this world in the future while acting as a "hero."

KARMA:

Mephisto defeated or slain	+500
Reed Richards convinces Victor to give up attack on Mephisto	+75 to Reed Richards
Other heroes stop Victor's attack on Mephisto's realm	+60
Attacking Mephisto directly	+50 to each hero involved
Recall that Mephisto's powers are illusionary	+40 to hero who remembers
Reed Richards convinces Victor to moderate his ego (Aftermath)	+75
Property damage to town, castle, or grounds	-5 to -25
Fighting in Doomstadt	-20
Each hero defeated	-40
Attack Victor without talking to him first	-50
Mephisto wins the fight	-100
Victor slain	-All



Chapter 8: Taking A.I.M.

NPC ROSTER: The Super-Adaptoid, A.I.M. soldiers and scientists, and possibly the NPC Wasp (Janet Pym)

SUMMARY: It's time to go home again, but A.I.M. isn't going to make it easy on the heroes. Though the heroes and their interdimensional allies have captured the A.I.M. base through which men and material have been entering this universe, the heroes must fight their way through an unfriendly A.I.M. complex in their own universe upon their return.

It is not recommended that any of the heroes from the divergent universe join the eight original heroes on their return trip to the mainline MARVEL UNIVERSE™. This could cause a lot of campaign problems unless carefully handled, and confusion may arise as to which hero is which. The only hero who might possibly leave the divergent universe would be the Wasp (Janet Pym), who could change her identity and start a new life elsewhere.

If Janet Pym does decide to join the heroes (as decided by the Judge or an interested player), she may either be played as an NPC or as a PC. She cannot bring much material with her, because of the dangers and time elements involved; money won't do her any good, since she is not only broke but currencies vary slightly between the two worlds. The Judge should arbitrate this matter as seen fit. Future adventures involving this second Wasp (in whatever new identity she is given by the Judge) may be devised.

The disposition of Jeffrey Mace at the conclusion of the war with A.I.M. is up to the Judge. Mace might perish "off-stage" in battle with A.I.M. forces or in bed, and the player using Steve Rogers may have Captain America be present (as happened in the mainline universe). It is not necessary for Mace to die before the heroes leave the divergent Earth, but cancer is not curable in the MARVEL UNIVERSE™ in any event.

SETTING: The heroes begin this scenario off-stage, as it were, and enter the map at the moment they cross universes into their own home universe. The A.I.M. interdimensional facility map from the map sheet that came with this adventure is required, and the set-up for A.I.M. forces follows. When the heroes enter the main map, they do so at the Interface point, as labeled on the map.

ADVENTURE

The war between A.I.M. and the rest of the world ends with S.H.I.E.L.D., the Defenders, and the rest of the heroes trium-

phant. The Judge may wish to play out additional scenarios against A.I.M., but this is not necessary. S.H.I.E.L.D.'s forces manage to destroy the greater part of A.I.M.'s bases and fortresses, and when the freed (and enraged) members of the Defenders fill the skies again, A.I.M.'s fate in this universe is sealed.

Battles with A.I.M. forces could be played out on city maps given with the various MARVEL SUPER HEROES modules and boxed games from TSR, Inc. A.I.M. forces should be heavily armed and well equipped to deal with heroes. The Judge may create the A.I.M. forces to slightly overpower the heroes going against them, which should balance having the Judge control many characters while the players control only one or two at most.

When designing the villainous forces, the Judge should feel free to create previously unknown villains or adopt known personalities from the mainline MARVEL UNIVERSE™. What if an altered DOCTOR OCTOPUS™ joined the fray? What if S.H.I.E.L.D. itself became too powerful for everyone's comfort? Dozens of possibilities may be explored.

The Judge should try to resolve any problems resulting from the conclusion of Chapter 7 before ending this adventure. Victor von Doom either emerges triumphant against Mephisto or destroyed by his foe, or he has learned to set aside his assault on the demon in favor of sparing his world from Mephisto's wrath. (Mephisto might not attack him for the "loss" of Cynthia von Doom's soul, as Victor is quite powerful himself now.) Peace should begin to settle over the world once more — except for renewed activity among villains of the everyday sort.

A way home for the mainline universe heroes is uncovered as well — the home in Plucien, Indiana, still has a functioning gateway to the mainline universe. The time for departure is approaching quickly, as the main universe (if it is still sticking to its schedules) should be opening the gate to Plucien shortly for a routine maintenance check. Just enough time is given for heroes to cross through the gate to their home. No other gateways survived the A.I.M. war.

At long last, the final goodbyes have been said (or if not, they can be played out by Judge and players), and the Avengers, Fantastic Four, and Spider-Man (as well as the second Wasp, if joining them) are preparing to return to their Earth. Players should decide how to pass through the gateway point in the garage (from the Plucien, Indiana home where the extradimensional prison was maintained). When the gateway is activated, they may charge through at top speed, walk through, or peer in carefully. However, the heroes won't be able to look directly through the gateway into the place to which the gateway opens. There is a risk of running into

things if one moves through too quickly. The gateway remains open for only five turns.

The A.I.M. interdimensional complex on the other side of the gateway is also in northern Indiana, in an industrial park outside of Gary. The complex sits on a hilltop with a single driveway heading up to the building and a large parking lot outside. The building's exterior walls are of Amazing material strength, as are the two blast doors in the complex, which were designed to keep out meddling hero-types. Interior walls are of Remarkable strength material. The folding doors and all regular doors are of Excellent material.

The crates in the warehouse section are full of disassembled energy rifles and other weapons, none of any use to the characters. Large crates weigh about one ton, while the small crates weigh only 200 lbs. each. Crates are of Typical strength.

The Judge should set up the A.I.M. forces on the map so that the players cannot see the map or its occupants before entering the complex through the gateway. It would be best to note the location of each A.I.M. person on the map prior to the start of the scenario, and place each villain down on the map as they appear in the heroes' line of sight.

The A.I.M. complex is divided into three major sections: the gateway section, containing the interdimensional equipment; the warehouse and storage area, where material being taken to or from the gateway section is stored; and, the personnel section, where A.I.M. plans its strategy and tactics.

At the time the heroes burst through the gateway, the complex is not on alert. There is a one-turn warning to the complex that the gateway is being forced open, but this is not enough time for the A.I.M. forces to react immediately to this threat. Everyone in the complex, however, will be alerted by emergency alarms that something is going wrong in the gateway area. Soldiers and scientists alike take up arms and head in that direction as quickly as possible, and a warning is broadcast to the main A.I.M. headquarters, at a secret location elsewhere in the world.

Heroes who were captured by A.I.M. or the Super-Adaptoid in Chapter 1 are found tied up in one of the back rooms of the complex. The Judge should create markers for the following A.I.M. forces in the complex:

Eighteen soldiers/workers, wearing Typical Body Armor and carrying concussion pistols (4-area range, Good Slugfest damage, 5 shots each, 1 shot per turn). Five of these guards have Gatling lasers, as they were on normal guard duty around the complex (10-area range, Excellent S&T damage, 20 bursts, 1 burst per turn, requires two hands to fire), in addition to the pistols. One other guard on duty has a

LAW instead of a Gatling laser (4-area range, Incredible damage, 6 shots, 1 shot per turn, requires two hands to fire). Soldiers have these statistics:

F A S E R I P
GD TY TY GD TY PR FE

Health: 32 Karma: 12

Nine scientists, no armor, each carrying a standard handgun (3-area range, Typical S&T damage, 6 shots each). Their statistics are:

F A S E R I P
TY TY TY TY Var Var TY

Health: 24 Karma: Variable

Reason for scientists varies between Good and Remarkable, as the Judge desires. Intuition varies between Typical and Excellent.

Seven technicians/mechanics, no armor or weapons (but may find and use any they can if they see heroes coming). Their statistics are:

F A S E R I P
TY TY TY GD TY TY PR

Health: 28 Karma: 16

One base commander, Geoff Krubb™, wearing Typical Body Armor and using a Gatling laser and concussion pistol (as outlined above). Commander Krubb is a promising soldier in A.I.M.'s organization and wants to do all he can to gain recognition from his superiors — especially the Scientist Supreme of A.I.M. He won't like heroes who appear within his base and does all he can to eliminate them. His statistics are:

F A S E R I P
EX GD GD EX GD GD TY

Health: 60 Karma: 26

Commander Krubb, despite his hatred of super heroes, collects comic books. He likes spiders and keeps several as pets in his office, and he is likely to become angered if he sees any hero using a spider motif (such as — you guessed it). His armored vest has a picture of an atomic mushroom cloud on it, with the logo: "Now it's Miller Time."

The Super-Adaptoid is acting as a guardian for the complex until A.I.M. can complete the hiring of other super-powered villains and mercenaries to support the base. At the time that the heroes arrive, the Super-Adaptoid has assumed the appearance of a regular A.I.M. guard (complete with concussion pistol and Gatling laser). It takes on the appearance of heroes in the group when it finds the best time to do so (Judge's option). The Super-Adaptoid retains the templates it gathered in Chapter 1 from the player characters. If it had previously been captured, it is assumed to have escaped and made its way back to A.I.M. since then.

At any particular time, six of the guards are on duty, six are in their dormitory asleep or resting, and six others are helping out around the complex. Three scientists are resting, and the rest are scattered between the gateway area and the offices in the dormitory area. Three of the technicians are in the gateway area, and the rest are in the dormitory area, either resting or in the offices or armory. Commander Krubb and the Super-Adaptoid are both talking in the warehouse section. The blast door to the outside is shut, but the other blast door to the dormitory section is open. Either door can open or shut in a single turn, and anyone caught by it takes Amazing crushing damage.

The Judge should place these characters wherever desired, keeping in mind that though the base is in a state of readiness, it is not expecting an invasion from within. No guards are outside the building, so they can avoid drawing attention to the complex.

On the first turn that heroes exit the gateway, they gain the initiative against all A.I.M. personnel they attack. This bonus is lost on all subsequent turns. A.I.M. personnel then try to contain the heroes in the gateway area, but may fall back and try to keep them from leaving the building as well.

If any hero is knocked unconscious, A.I.M. personnel attempt to hold that hero hostage to allow escape or to make other demands (surrender, go back through gateway, etc.). A.I.M. soldiers have nothing against actually killing a hero, but another hero may attempt to intimidate the hostage takers. ("Go ahead. Make my day.") This act, if the Judge feels it was performed well enough, succeeds on a white Popularity FEAT roll.

AFTERMATH

If the Super-Adaptoid and Commander Krubb are captured, the rest of the A.I.M. personnel at the interdimensional facility attempt to escape. If an A.I.M. member escapes through the main doorway and no hero follows him within three turns (a move which effectively puts both characters out of play for the rest of the scenario), then that person has escaped. A hero can only cover the flight of one villain; if two or more leave, then an equal number of heroes must follow, or the balance of villains escape.

Captured A.I.M. soldiers refuse to discuss their mission or plans, but there is sufficient evidence at the base (in the computers, office paperwork, and personal notes and records) to convict them of numerous crimes (including the assault on the Roxxon Corporation warehouse in Chapter 1) and conspiracy to overthrow the government of the United States. The crimes that A.I.M. has committed in Victor's universe must go unpunished, as no treaties or laws exist to convict them on these charges. As far as world law goes, no other alternate or diver-

gent worlds exist. The Judge may create past criminal records for some of the A.I.M. personnel; certainly, the Super-Adaptoid has a criminal record. Commander Krubb, however, has no previous record. He will vow vengeance against the heroes and may become a thorn in their sides in future scenarios.

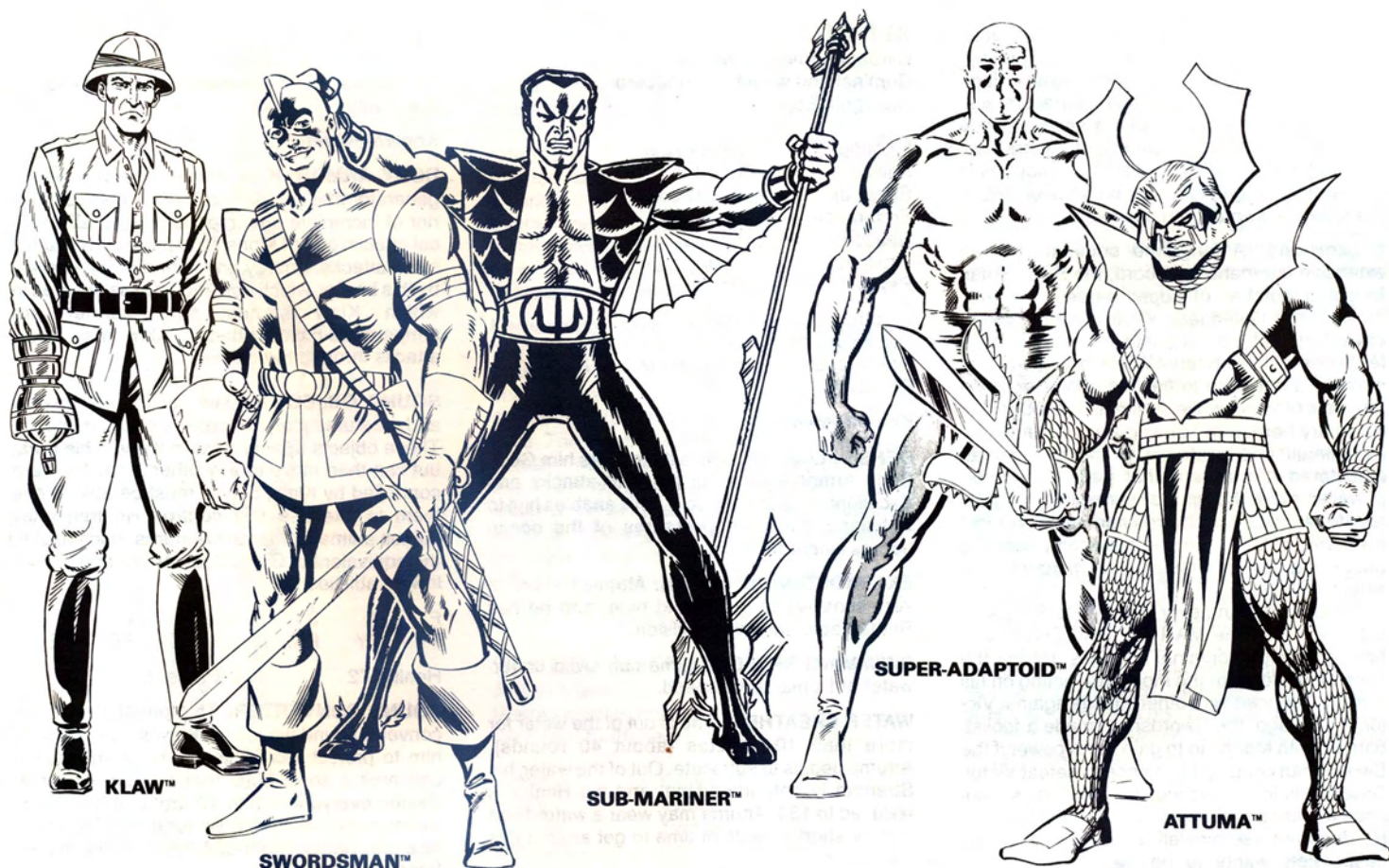
A.I.M. itself may desire vengeance for the destruction of their plans to invade other universes. A sizable portion of the organization's funds and manpower were invested in this program, and all the personnel and equipment left back on the divergent Earth are now lost forever. It will take time for A.I.M. to recover its losses, but it has the heroes who fought against it firmly in mind.

Future adventures may be created in which travel to and from the divergent world of Victor is accomplished. The Judge should strictly control the possible contamination of his campaign world by people and material from Victor's world (or any other divergent or alternate Earth). The interdimensional facility could simply become inoperative (as a result of an accident, sabotage, or deliberate destruction to separate the two worlds). If it is kept operative, then travel to and from Victor's world should be carefully monitored.

If the divergent Wasp came through the gateway as an NPC, she assumes a new name (one not even resembling her old one) and seeks to settle down in New York City. After a period of adjustment, including getting a job and modifying her costume and super-powers slightly, she may take up work as a crimefighter once again. Whether she decides to work with any other heroes is entirely up to the Judge. She makes an effort not to interfere in Janet van Dyne's life, to avoid confusion between them.

KARMA:

Capture Super-Adaptoid	+75
Capture interdimensional machinery intact	+50
Rescue hostage	+30
Capture Commander Krubb	+25
Assist NPC Wasp in setting up a new life	+20
Capture A.I.M. scientists	+20 each
Capture A.I.M. soldiers	+10 each
A.I.M. soldiers escape	-10 each
A.I.M. scientists escape	-20 each
Each hero defeated	-20 each
Interdimensional machinery damaged	-20
Krubb escapes	-25
Each hero taken hostage	-35
Super-Adaptoid escapes	-50
PC hero from divergent Earth comes to mainline Earth	-Half of all Karma from that hero
Any foe slain	-All



Non-Player Character Roster

The following compendium of heroes and villains lists those which should not be used by the players as characters in this adventure. A few minor exceptions could be made (for the NPC Wasp in Chapter 8, for example), but for the most part, these should be directly controlled by the Judge.

These heroes are not listed in alphabetic order, as in previous modules. Instead, they are generally given in the order of their appearance in this campaign adventure, save for a few, who have been located with other important heroes or villains. Those characters originating from the divergent Earth of the hero Victor are labeled as such to avoid confusion with mainline MARVEL UNIVERSE characters.

The terms "+CS" and "-CS" are used in the text when discussing column shifts to the left (-) and the right (+). A column shift from Amazing to Monstrous is a +1CS, while one from Remarkable to Good is a -2CS.

CHAPTER 1

SUPER-ADAPTOID™

A.I.M. criminal android
Mainline MARVEL UNIVERSE™ villain

Fighting:	Typical
Agility:	Typical
Strength:	Typical
Endurance:	Typical

Reason:	Typical
Intuition:	Typical
Psyche:	Typical
Health:	150 (see below)
Karma:	18
Resources:	Feeble
Popularity:	4

Known Powers:

ADAPTATION: The Super-Adaptoid can imitate the Fighting, Agility, Strength, Endurance, powers, and weapons of up to five characters or creatures (humans, aliens, or robots) at one time. It cannot duplicate mental powers that have no physical manifestation. The Super-Adaptoid's Health is always 150, regardless of what its current abilities are. Any creature that passes through the area the Super-Adaptoid is occupying can be duplicated. Its visual sensors analyze and record all of that person's powers. It can keep a record of a person for up to two years.

If it is imitating only one person, the Super-Adaptoid becomes an exact duplicate, including clothing and personal items. If it is combining several people, it imitates bits and pieces from each person's appearance. However, the android's skin takes on a greenish color when it duplicates more than one being at once.

Each of the abilities it duplicates is equal to the highest rank in that ability possessed by any of the beings it is duplicating. It makes functional duplicates of any pertinent objects, such as Captain America's shield, Hawkeye's bow, or Iron Man's armor. It can copy anything up to and including Monstrous materials.

Background and personality: The Super-Adaptoid was built by A.I.M. as a secret weapon, and was originally ordered to find and destroy Captain America. It has battled him and the Avengers on several occasions. The Super-Adaptoid also appears in Chapter 8. The Super-Adaptoid has no personality, to speak of.

CHAPTER 3

SWORDSMAN™

Real name unknown
International criminal
Divergent Earth villain

Fighting:	Remarkable
Agility:	Good
Strength:	Good
Endurance:	Excellent
Reason:	Typical
Intuition:	Typical
Psyche:	Typical

Health:	70
Karma:	18
Resources:	Amazing (backed by A.I.M. and Mephisto)
Popularity:	-5

Talents: The Swordsman is the world's greatest master of bladed weapons. He shifts one column to the right when using any hand-held bladed weapon in combat, and shifts two columns to the right if using any form of sword. He is also well versed in the martial arts.

Equipment/Possessions: Swordsman has a special sword, a unique weapon which utilizes Makluan technology, made from a material of Monstrous strength. By pressing a button in the

sword's hilt, he can produce a variety of effects: energy beam, disintegrator, flame, lightning, gas. All of the attack forms do Remarkable damage except for the gas. Any character who breathes the gas must make a yellow Endurance FEAT roll or fall unconscious for an hour. The range of the sword's distance weapons is four areas; the gas can only be sprayed within the area the Swordsman occupies.

Background: A long-time criminal with an extensive international record, the Swordsman fought a number of super heroes, primarily those in the Defenders. While working undercover for the Mandarin inside the Defenders, he fell in love with the Scarlet Witch, but he was discovered and forced to flee. At a later time, he ran afoul of Victor while committing a robbery in a country bordering Latveria. Victor's unforgiving pursuit and treatment of the Swordsman embittered him toward that particular super-powered hero; though he increasingly regrets his life of crime, the Swordsman has never lost his hatred of Victor, and he repeatedly seeks to attack and destroy whatever the monarch considers valuable.

The Swordsman never met MANTIS™, as he did in the mainline MARVEL UNIVERSE, and has continued in criminal activities. He left the Defenders alone for the most part, acting on his own or in concert with other villains against Victor. A year ago, the Swordsman made a foolish bargain with Mephisto to gain more power if the Swordsman could get a chance to defeat Victor. Despite his increased wealth, Mephisto's influence frightens and depresses the Swordsman. He does not see himself as truly evil, and he desperately wants to be free of Mephisto's power.

The Swordsman's main goal is to kidnap Valeria (also known as Valor) and turn her over to A.I.M., in the hopes that this may distract Victor from his attack on Mephisto. (The attempt, even if the Swordsman succeeds in capturing Valor, is doomed to fail; it will enrage Victor further.)

Personality: Though the Swordsman is a wanted man, he has always sought the sense of noble purpose that he found in his life while briefly working for the Defenders. He cares greatly for the Defenders, particularly for Captain America and Scarlet Witch, and avoids seriously harming any Defender if at all possible. He dislikes S.H.I.E.L.D., which has been almost as vengeful as Victor in its pursuit of him. The Swordsman avoids confrontations with Hawkeye whenever possible, as he once attempted to murder the youthful CLINT BARTON™ when the latter discovered the Swordsman committing a crime. Worse yet, Hawkeye's love, MOCKINGBIRD™, was recently injured in an A.I.M. raid that the Swordsman directed. The Swordsman had not meant for this to occur, but he knows Hawkeye would never believe him.

SUB-MARINER™

Namor, former ruler of Atlantis
Criminal and would-be conqueror
Divergent Earth villain

The NPC Namor is exactly identical in appearance and super-powers to the PC Namor. Most of the relevant facts concerning this world's Namor have been covered elsewhere in this adventure. This NPC Namor is thoroughly evil and fights humanity at all turns. See the description of Attuma, below, and Chapter 3.

ATTUMA™

Barbarian ruler of Atlantis
Criminal and would-be conqueror
Divergent Earth villain

Fighting:	Remarkable
Agility:	Good
Strength:	Monstrous
Endurance:	Amazing
Reason:	Typical
Intuition:	Poor
Psyche:	Good
Health:	165
Karma:	20
Resources:	Excellent (A.I.M. backed)
Popularity:	-8

Known Powers:

DENSE FLESH: Attuma's flesh gives him Good Body Armor against all physical attacks and Excellent resistance to cold. This enables him to withstand the great pressures of the ocean depths where he lives.

EXTRAORDINARY VISION: Attuma's vision is very sensitive to green and blue, and he has Remarkable underwater vision.

SWIMMING SPEED: Attuma can swim underwater at Remarkable speed.

WATER BREATHER: If he is out of the water for more than 10 minutes (about 40 rounds), Attuma begins to suffocate. Out of the water, his Strength is only Incredible, and his Health is reduced to 130. Attuma may wear a water-filled suit for short periods of time to get around this weakness.

WEAPON: Attuma usually fights with a 50-lb. sword in one hand; the weapon is usually of Amazing material strength.

Background and personality: Attuma grew up to become the ruler of the barbarian Atlantean tribes, and he eventually conquered Atlantis by force, fulfilling a prophecy he discovered as a young adult. When the Skrulls came to Earth, Attuma joined forces with them (like the Sub-Mariner of his world) when he came to believe that the humans were a threat to all Atlanteans. The rivalry between Attuma and Namor (who believes he should have been ruler) is strong, and the alliance between them is uneasy, but their hatred of humanity binds them together.

Attuma is a forceful, dictatorial, and brutal warrior who is not known for wise planning. He has long fought the Defenders of his world and is considered a major threat to international commerce and peace, as is his partner, Namor. Both were approached by A.I.M. and promised rulership of their world if they assisted with the attacks on the Defenders and S.H.I.E.L.D. — a promise that A.I.M. has no intentions of keeping.

KLAW™

Ulysses Klaw
International criminal and scientist
Divergent Earth villain

Fighting:	Good
Agility:	Good
Strength:	Typical
Endurance:	Good
Reason:	Good
Intuition:	Typical
Psyche:	Typical

Health:	36
Karma:	22
Resources:	Excellent (A.I.M. backed)
Popularity:	-2

Known Powers:

BODY ARMOR: Klaw makes use of a sound generator that can project a force-field-like barrier of Incredible armor, good against all physical attacks and of Monstrous protection against sonic attacks. Energy and light are not stopped by this barrier, which can encompass the area in which Klaw stands, and neither are temperature-based attacks. Klaw may direct attacks through the barrier.

SOUND OBJECTS: Klaw can create objects and creatures made of coherent sound energy. These objects appear next to Klaw in his area, but can then move to any other area. They are controlled by Klaw, but he must be able to see them to exercise this control. He frequently makes animals or large creatures, each having the equivalent of Good Body Armor and the following abilities:

F	A	S	E	R	I	P
TY	TY	RM	RM	FE	FE	FE

Health: 72

Karma: 6

SOUND CONVERTER: This prosthetic device converts sound waves for Klaw's use, allowing him to project Incredible blasts of energy. He can emit a sonic blast that has the power to deafen everyone within 10 areas of him. Each victim must make a red Endurance FEAT roll to lose only partial hearing. All victims regain their hearing after one day.

Background and personality: Ulysses Klaw was a physicist who worked on methods of turning sound into matter. He found that he needed a large quantity of vibranium for his experiments, and so armed himself with a sonic blaster and attempted to obtain it illegally, but was thwarted by the BLACK PANTHER™ and Victor. His captivity prevented him from using his vibranium-produced sound converter to give himself super-powers, but he has since armed himself with increasingly more powerful sound converters, which he wears as prosthetic devices on his right arm (his hand having been destroyed in a fight with the Black Panther). Klaw is consumed with the desire to avenge his disfigurement on both the Black Panther (currently captured by A.I.M. and out of reach) and Victor (whom he hates more, since both have clashed in Europe on numerous occasions). Klaw is vengeful, unpleasant, and slightly mad.

WASP™

Janet Pym
Retired Defenders East crimefighter
Divergent Earth hero

Fighting:	Typical
Agility:	Good
Strength:	Typical
Endurance:	Typical
Reason:	Excellent
Intuition:	Good
Psyche:	Poor

Health:	28
Karma:	34
Resources:	Excellent
Popularity:	0



WASP
(JANET PYM™)

Known Powers:

SHRINKING: The Wasp has Incredible shrinking powers. She can reduce her body to $\frac{1}{2}$ " in height.

FLIGHT: When she reaches $\frac{1}{2}$ " in height, a pair of wings unfolds from her back. She uses these to fly with Good speed when only $\frac{1}{2}$ " high, and she can lift 200 lbs. with her arms while wasp-sized, but her wings can only carry about $\frac{1}{2}$ ounce of weight. She may grow to four feet in height and still retain her wings.

WASP STING: She has a wrist weapon on each arm that shoots a beam of bio-electric energy. These beams do Remarkable damage to anyone or anything in a one-area range.

INSECT COMMUNICATION/CONTROL: The Wasp has Typical skill in communicating with and controlling insects. She seldom uses this power.

Background: When Henry Pym discovered the "Pym particle" that enabled people to change their body size, she joined him to use the power for good causes. After avenging the murder of her father, Henry and Janet fought crime until the Skrull invasion. At this time, Wasp, Henry Pym (as Ant Man), and other heroes formed the Defenders to resist the Skrulls.

However, when Henry Pym retired from active adventuring to devote his life to full-time research, Janet found herself increasingly lost within her husband's shadow. As Henry became more successful and involved in his work, Janet, who had never been taken seriously by many Defenders, suffered from a deep sense of inferiority and depression. She became an alcoholic and had several affairs

with other super-powered characters, until she was expelled from the Defenders following an incident in which she took part in a major fight against villains while drunk. Her actions endangered the lives of her fellows, and she resigned rather than face a court-martial. She kept her married name.

Since that time, Janet has virtually disappeared from view. She has made little use of her super powers, and only the A.I.M. assault on New York City has brought her out of her depression and lethargy.

Personality: Janet Pym pretended to be a dumb female, fitting the stereotypical image others had of her. She has maintained that image since her departure from the Defenders to hide her true feelings of loss and worthlessness. The Wasp has a poor self image and desperately wants to be accepted again, though she fears no one takes her seriously. Janet attaches herself to anyone who shows an interest in her, pouring out her problems and looking for support (but not pity). If treated badly, the NPC Wasp leaves and is never seen again.

CHAPTER 4

CAPTAIN AMERICA™

Jeffrey Mace
Retired crimefighter
Divergent Earth hero

Fighting:	Excellent
Agility:	Typical
Strength:	Typical
Endurance:	Poor
Reason:	Good
Intuition:	Good
Psyche:	Typical
Health:	36
Karma:	36
Resources:	Feeble
Popularity:	80 (95 with U.S. government)

Known Powers:

Talents: Jeffrey Mace is skilled in journalism, martial arts, and wrestling, as well as in matters covered by the military skill. He can throw the Captain America shield with a +1 CS in Agility, though he does not now have the shield (which is with Jack Monroe).

Background: Jeffrey Mace was a reporter for the New York *Daily Bugle* until he left his career at the start of World War II to battle crime as the costumed hero PATRIOT™. When the INVADERS™ (including the original Captain America, Steve Rogers) were captured and brainwashed by the RED SKULL™, Patriot joined other super heroes to form the LIBERTY LEGION™, seven homefront heroes who rescued the Invaders and fought Nazi saboteurs and spies in the United States. After the war, Patriot and other heroes formed the ALL WINNERS SQUAD™. When the original Cap vanished after the war, WILLIAM NASLAND (SPIRIT OF '76™) became Cap II. Nasland was later slain by the android ADAM II™, and Jeffrey Mace became the new Captain America. He retired his role in 1950 to return to reporting.

Following the Skrull invasion in the early 1960s, Jeffrey Mace returned to his role as the Patriot, fighting Skrull occupation forces with a fledgling hero-group, the Defenders. Hampered by his aging body, he contacted Henry Pym and was given a special formula and treatment that restored his youthful vitality. Shortly afterwards,

he once again donned the costume of Captain America and was soon joined by the new Bucky, Rick Jones. In the mid-1960s, as part of the successful rebellion against the Skrulls, Mace and several other heroes formed the NEW INVADERS™ to attack remaining pockets of Skrull resistance left on Earth. He married S.H.I.E.L.D. agent Sharon Carter, and the two have had a happy and adventurous marriage.

Jeffrey Mace's youth treatment delayed the onset of the cancer that killed him in the main-line MARVEL UNIVERSE™ in the late 1970s, but the treatments did not stop the illness. Jeffrey Mace retired from crime fighting in the late 1970s, secretly transferring Cap's identity to Jack Monroe (see below). When Jack was captured several weeks ago by A.I.M. forces, Jeffrey Mace took up Cap's role to prevent anyone from learning of the kidnapping. He is severely weakened by his cancer and easily exhausted, and he is in pain nearly all of the time. He has left Sharon to find and free the Defenders from A.I.M.

Personality: Jeffrey Mace, though tortured by his poor physical health, is still the dedicated, determined, even-tempered fighter he has always been. He does his best to cover up the extent of his illness, and desperately hopes to rescue the captured Defenders from A.I.M.'s grasp. Knowing that his cancer is incurable, Jeffrey Mace will sacrifice himself without question to accomplish his mission.



CAPTAIN AMERICA™
(JEFFREY MACE™)

SUPER SKRULL™

Altered Skrull warrior
Leader of Skrulls on Earth
Divergent Earth villain

Fighting:	Amazing
Agility:	Amazing
Strength:	Monstrous
Endurance:	Unearthly
Reason:	Excellent
Intuition:	Poor
Psyche:	Typical
Health:	275
Karma:	30
Resources:	Excellent (A.I.M. backed)
Popularity:	-15

Known Powers: The Super Skrull of this divergent world was granted powers copied from the original X-Men™, rather than from the (non-existent) Fantastic Four as in the mainline MARVEL UNIVERSE.

SKRULL SHAPE-CHANGING: The Super Skrull possesses all of his race's abilities to alter appearance, as noted in the section on the Skrulls.

FLIGHT: The Super Skrull has a large pair of leathery wings, with which he can fly up to six areas per turn. He can lift up to 400 lbs. in flight, and his silent glide into an attack gives him an Intuition of Amazing in such situations.

ACROBATICS: The Super Skrull was altered so that his feet could be used as hands, and he can achieve speeds of up to four areas per turn if running on all fours. He can climb any rough surface at his normal movement rate, and can fall up to 100' at a time without injury, so long as he can

grab projections such as flag poles to swing on.

OPTIC BLASTS: His eyes have been modified to allow him to fire blasts of Excellent-damage green energy at all targets in any one area adjacent to him. This optic blast is fully under the Super Skrull's control, so he can turn it off at will. If focussed through thick quartz lenses, the Super Skrull's blasts can do Amazing damage to any target within a three-area range. He can make called shots in this manner.

ICE GENERATION: His hands have been altered so that they may fire shards of super-hard ice (Remarkable strength) at a range of two areas. This attack causes Excellent damage to all targets in the target area. The Super Skrull may also create Remarkable-strength shields and weapons from this hard ice by drawing moisture out of the air around him. These ice creations last for 5 turns, plus additional 1-10 turns before melting (variable depends upon ambient local temperature). The Super Skrull has Amazing resistance to cold.

TELEKINESIS: The Super Skrull has the power to levitate objects of up to one ton in weight (Remarkable FEAT roll required to lift; roll negated if object weighs under half a ton). This power has a range of eight areas, and only works on line-of-sight objects. Living beings can be lifted with this power, though he cannot make things travel at speeds faster than one area per turn due to the intense concentration required.

Background and personality: The Super Skrull was designed to fight the early X-Men, who were seen as a powerful menace to Skrull domination of Earth in the 1960s. A powerful warrior from the Skrull armies was selected, subjected to intense

cosmic-radiation bombardment, and carefully engineered by biochemists and genetics experts. As a result, he gained the major powers of the original X-Men and became their greatest foe. When the X-Men were absorbed into the Defenders and the Skrulls were driven off Earth, the Super Skrull vowed to retake the planet for his people, and has since fought all of the Defenders at one time or another.

Nonetheless, the Skrulls on Earth were doomed. Hunted down by Victor's robotic forces (armed with the infallible Skrull detectors) and by vengeful humans, the last few dozen Skrulls came under Super Skrull's leadership and hid beneath the Earth in caverns. When A.I.M. arrived, they discovered the Skrull forces by accident and offered them a chance for revenge. The Skrulls hesitantly took it, uncertain about A.I.M.'s motives, and they treacherously plan to seize control of A.I.M. and destroy it as well in time. The Super Skrull hates humanity with a passion, and wants nothing more than to slay as many human heroes as he can; A.I.M. is merely a means to this end.

SKRULLS™

Alien race
Divergent Earth villains

Typical Skrull Warrior

F	A	S	E	R	I	P
GD	TY	TY	TY	GD	TY	TY

Health: 28

Karma: 22

Known Powers:

SHAPE-CHANGE: Skrulls are able to alter their form at will, enlarging themselves up to 1½ times their normal size. They can take the shapes of humans, humanoids, animals, fantasy creatures, and various super heroes and villains. They gain no special powers from shape-changing, but they may acquire teeth and claws to inflict Hack-&Slash damage.

Note: Though found in both the mainline MARVEL UNIVERSE™ and in the divergent Earth presented here, this section refers only to those Skrulls found in the divergent Earth. Those from the mainline universe have a different historical background.

Background and personality: Skrulls are among the most devious races in the universe, masters of deception, subterfuge, and power. At one time, they had a military empire in the Andromeda galaxy with outposts in our Milky Way. They fought the Kree in a million-year war without a conclusive end (until recently). They successfully invaded Earth but were driven out by a combined force of the Defenders, Victor's robot armies, S.H.I.E.L.D., Galactus, and the Silver Surfer.

In time, Galactus was led to the Skrull Throneworld by the Silver Surfer and other heroes, and he consumed it. The great empire went to pieces, with every Skrull governor declaring himself Emperor and fighting all other "pretenders." The Skrull Civil War has crippled the empire beyond recovery, and the Kree have quickly stepped in to massacre and dominate those Skrulls who remain. Skrulls have a special hatred for Earth people, especially those heroes who fought against them in the past. The greatest symbols of hatred, fear, and dread among them are Galactus and Spider-Man; many Skrulls believe that the latter still lives.



**SUPER SKRULL™
AND SKRULLS**

NICK FURY™

Executive director of S.H.I.E.L.D.
Divergent Earth hero

Fighting:	Excellent
Agility:	Excellent
Strength:	Good
Endurance:	Excellent
Reason:	Excellent
Intuition:	Excellent
Psyche:	Good

Health:	70
Karma:	50
Resources:	Amazing
Popularity:	75

Equipment/Possessions: Nick Fury has access to all S.H.I.E.L.D. equipment and weapons, as well as those of many Western governments. His personal weapon is a .15-caliber needle gun with a four-area range; it does Good damage. The weapon has a 300-round ammo clip.

Talents: Nick Fury is trained as a paratrooper, ranger, demolitions expert (including underwater aspects of this skill), and aerospace pilot. He can operate any vehicle made on Earth, including all spacecraft. Fury is also knowledgeable in law and law enforcement, engineering, history, military matters, and first aid. He is a master of martial arts and wrestling, and is a famed marksman and weapons master. He regularly works out with the better fighters within Defenders East.

Background: Nick Fury's father was a pilot, killed in World War I. Nick grew up in New York's Hell's Kitchen, and he enlisted in the Army as America entered World War II. In short order, the youthful Fury was made a sergeant in charge of an elite fighting team known as the HOWLING COMMANDOS™. The team saw a great deal of action in Europe, and afterwards Nick remained on active duty through the Korean War. He served as a spy in French Indochina in the 1950s, and was soon promoted to Colonel and worked with the C.I.A.

With the invasion of the Skrulls, Nick Fury was given the directorship of a newly formed international espionage/paramilitary organization called S.H.I.E.L.D. (Supreme Headquarters International Espionage Law-enforcement Division). He was charged with establishing an underground network of spies, saboteurs, and resistance fighters to throw off the Skrull yoke, and he also served as a government liaison with fledgling hero groups like the Defenders and New Invaders.

With the destruction of the Skrull fleet in the Solar System by Galactus in the mid-1960s, Fury found himself in charge of an agency whose powers dwarfed that of any national government. Though S.H.I.E.L.D.'s powers have eroded somewhat with time, it still retains final say over much of what the American and Western governments do — a status that many governments, including that of the U.S.A., have come to resent. Many of S.H.I.E.L.D.'s operations have fallen into question, and it has been feared that its covert operations, though they have saved the world countless times, have also been responsible for numerous evil deeds.

Nick Fury is a close friend of a number of upper-level S.H.I.E.L.D. agents and Defenders, particularly Jeffrey Mace. He has uncounted

contacts within all major hero groups and all Western governments. Many associates of his in S.H.I.E.L.D. are men who fought beside him in World War II. Though he may be the most powerful and influential man on Earth, he does not relish this position. His battle to keep S.H.I.E.L.D. honest and to maintain the service's integrity have come close to destroying him and have almost eclipsed the battles he waged against the legions of HYDRA that appeared after Earth won its independence.

At present, Nick Fury is directing operations against the invading A.I.M. forces. He does what he can to cooperate with those heroic forces from what's left of the Defenders and other groups.

Personality: Nick Fury is much like he is in the mainline MARVEL UNIVERSE, though he has less patience, seems more irritable and bad tempered, and is even more cynical. He can be abrasive and make rude, biting remarks to those who don't please him.

HENRY PYM™

Defenders East research scientist
Divergent Earth hero

Fighting:	Typical
Agility:	Typical
Strength:	Typical
Endurance:	Good
Reason:	Remarkable
Intuition:	Good
Psyche:	Typical

Health:	70
Karma:	36
Resources:	Incredible
Popularity:	65

Known Powers:

SHRINKING: Henry Pym can shrink at will, due to his constant exposure to the shrinking gas he developed in the past. This talent has faded to

Excellent levels since he rarely uses it. He can make himself as small as 3" tall.

INSECT COMMUNICATION/CONTROL: Henry Pym can communicate with and control insects, usually ants, with Typical power, but rarely does so.

Talents: Henry Pym is a biochemist of Incredible skill, and possesses Incredible knowledge of robotics, physics, electronics, bioengineering, medicine, and mechanics. His Reason is also Incredible when inventing.

Background and personality: Henry Pym discovered the "Pym particle," which allowed anyone who breathed it to control his size. He and Janet Van Dyne used this gas to become super-small crimefighters. Henry eventually retired his identity as Ant-Man during the Skrull invasion to become a full-time research scientist for the hard-pressed Defenders. He rediscovered the lost Super-Soldier formula, granted aging heroes new youth, found a cure for the Inhumans' susceptibility to pollution, built many robot guardians, and revived the Human Torch from years of "death."

Henry and Janet were divorced after several years of marriage (see description of divergent-Earth Wasp). He has continued to serve as a cornerstone for the Defenders with his intense focus on invention, and he has become internationally famous and quite wealthy.

Henry Pym is a pleasant, serious scientist who appears preoccupied with some problem or another. He is usually tense because of pressures from his work, but he enjoys his life and the prestige he has received. Hank has mixed feelings about his ex-wife Janet, and wonders where things went wrong with her.

Henry Pym is included here in case the PC heroes wish to meet with him. His assistance varies with the Judge's discretion, but material help might be hard to obtain.

**NICK FURY™****HENRY PYM™**

CAPTAIN AMERICA™

Jack Monroe
New Invaders crimefighter
Divergent Earth hero

Fighting:	Remarkable
Agility:	Remarkable
Strength:	Good
Endurance:	Remarkable
Reason:	Typical
Intuition:	Good
Psyche:	Typical

Health:	100
Karma:	22
Resources:	Good
Popularity:	80

Known Powers:

SHIELD: Jack Monroe carries a circular shield that is in many respects like the one Steve Rogers possesses. The shield is made from Unearthly strength adamantite (produced by S.H.I.E.L.D. itself) and can absorb Amazing damage each round it is used defensively, though Jack cannot attack and defend in the same round. Jack can be slammed and stunned while using the shield.

Jack Monroe's training with the shield allows him to hurl it as a weapon with Incredible agility, and the shield does Incredible damage to anyone it strikes. He cannot do trick shots with it as yet.

Background and personality: Jack Monroe was once a crimefighter in the early 1950s, taking the role of Bucky to the fourth Captain America, a man who had government backing to emulate Cap during the Korean War. The war ended before he could appear in his role, however, and the man, obsessed with Cap's heroic legend, went ahead with his plan to become the new Cap after meeting with Jack, who was at a boy's school. The new Cap abandoned his teaching career, and the two fought Communist agents in America. Both the new Cap and Jack (as Bucky) had injected themselves with the rediscovered Super-Soldier formula, which was unstable without the use of "Vita-Ray" treatments. Their mental stability damaged, the two began attacking those they only suspected were Communists, until the government had them captured and placed in suspended animation.

The two were rediscovered by agents of HYDRA, and were reanimated and used as part of a plot against the Defenders and S.H.I.E.L.D. Cap IV was slain in the conflict, but Jack Monroe was cured of his insanity by S.H.I.E.L.D. and eventually became the hero Patriot, an identity granted him by Jeffrey Mace.

When Jeffrey Mace's cancer began to manifest itself in the late 1970s, Jack Monroe was secretly given Cap's identity by Mace, so that Cap's performance as a crimefighter would not be diminished. Jack undertook extensive training in hand-to-hand fighting from Mace and Nick Fury, who was the only other man to know of the transfer in identity. Monroe was given the Captain America shield constructed by S.H.I.E.L.D. for Mace, and for a time he worked with Bucky (Rick Jones) until the latter became the new Patriot (and later Nomad).

Monroe was captured by A.I.M. agents several weeks ago, shortly after they invaded his divergent universe. He has been brainwashed and is currently guarding an A.I.M. base with several other captured heroes. If he is forced to fight with someone else who is wearing the Cap-



**CAPTAIN AMERICA™
(JACK MONROE™)**

SCARLET WITCH™

tain America uniform, he may attempt to make a yellow Reason FEAT every turn; success indicates that he has snapped out of his brainwashing, and he may join the good guys (though he may still be confused about the identity of the other Captain America).

Though at times he feels inadequate in his role of Captain America, Jack Monroe has dedicated himself to being a champion of liberty, justice, and freedom. He is considerably more gung-ho and less forgiving than Mace, and he still dislikes Communists greatly. However, he is learning to moderate his feelings.

HERCULES™

Olympian god; immortal
Defenders West crimefighter
Divergent Earth hero

Fighting:	Unearthly
Agility:	Excellent
Strength:	Unearthly
Endurance:	Unearthly
Reason:	Good
Intuition:	Good
Psyche:	Remarkable

Health:	320
Karma:	50
Resources:	Typical
Popularity:	70

Known Powers:

DENSE FLESH: Hercules's skin is very difficult to hurt or penetrate, providing him with Excellent protection from damage.

LEAPING: He can make Amazing leaps; this is his primary method of movement.

RESISTANCE TO FIRE: Hercules has Excellent resistance to heat and fire.

Talents: Hercules is an Olympian champion wrestler, receiving a +1CS for FEAT rolls in wrestling.

Equipment/Possessions: Hercules possesses a golden mace, a Unique Weapon forged from enchanted adamantium (Class 1000 material strength). Hercules gets one column shift to the right when using the mace in combat.

Background and personality: The legends of Hercules are widely known to anyone who is familiar with Greek mythology. The son of ZEUS™, ruler of Olympus, Hercules is known as the best fighter and wrestler ever to walk the earth. Recently he came to this century and fought many foes alongside the Defenders and other heroes.

Hercules joined Defenders West, liking the Californian attitudes about life and love more than the burdensome East-Coast work ethic. However, he has always pulled his share of weight in any team and thrives on doing good and mighty deeds. Hercules was captured and brainwashed by A.I.M. several weeks ago, and is now used to defend a major base with several other captured heroes. If in combat with a fellow Defender, Hercules may make a yellow Reason FEAT once every two turns to see if the brainwashing wears off; if so, he joins the good guys and attacks those who have imprisoned him and stolen his free will.

Hercules speaks with a Shakespearean flavor and has a casual, swaggering confidence in his abilities as a fighter. He is chivalrous and fair, even to his enemies, but is a terrible opponent.

SCARLET WITCH™

Wanda Maximoff
Defenders East crimefighter
Divergent Earth hero

Fighting:	Good
Agility:	Good
Strength:	Typical
Endurance:	Excellent
Reason:	Good
Intuition:	Excellent
Psyche:	Remarkable

Health:	46
Karma:	60
Resources:	Good
Popularity:	30

Known Powers:

ALTERING PROBABILITY FIELDS: The Scarlet Witch has the nonmagical power to alter probability fields, which requires a green Psyche FEAT roll. After the first use of the day, each successive use requires an additional (and cumulative) -1CS. Anything she causes to happen (or not happen) must be related to altering the probability of something that is possible, however unlikely. She cannot create objects out of thin air, but she could cause existing objects to suddenly collapse for no reason. This use of her power frequently catches victims and onlookers by surprise. If she is using her power to affect materials that do not occur in nature, she shifts two columns to the left on her Psyche FEAT roll (in addition to the total shift for repeated uses in one day). Natural materials include fire, water, earth, air, wood, organic items, and certain metals. Unnatural materials are plastic, strange alloys, artificial energies, and so forth. Her power has a two-area range.

Talents: Scarlet Witch has made a thorough study of the occult and witchcraft, giving her Excellent reason regarding them.

Background and personality: The Scarlet Witch was born with the ability to use her power, but she has also trained to improve her skill. Early in her career she and her brother were members of Magneto's Brotherhood of Evil Mutants. After that group was defeated and Magneto slain by Skrulls, she and her brother Quicksilver were taken in by the Defenders. She is unaware that the evil Magneto was really her father. Scarlet Witch met and married the Human Torch, an arrangement that did not please her domineering older brother (for which he was expelled for a time from the Defenders).

Scarlet Witch was kidnapped by A.I.M. forces and was brainwashed to obey them, though this mind-control shows signs of slipping. If she makes a yellow Psyche FEAT roll in combat or if confronted by the Human Torch or her brother Quicksilver, she is freed from the brainwashing. She may roll once every other turn.

The Scarlet Witch is friendly but reserved, and relies heavily on intuitive insights. She is very emotional, unlike her husband, but the two of them get along well together. Though her brother's interference has upset her greatly, she is still a basically optimistic person. The discovery that Magneto was her father would upset her gravely, but it would take a lot of convincing for her to believe that such a thing was possible to begin with.

HULK™

formerly Robert Bruce Banner
International menace
Divergent Earth villain

Fighting:	Incredible
Agility:	Excellent
Strength:	Shift X
Endurance:	Monstrous
Reason:	Feeble
Intuition:	Feeble
Psyche:	Feeble

Health:	285
Karma:	6
Resources:	Feeble
Popularity:	-15

Known Powers:

DENSE FLESH: The Hulk's tough, massive body gives him Monstrous protection from physical attacks and Amazing protection from energy attacks.

LEAPING: The Hulk has an Unearthly ability to leap. He always tries for the second leap for double normal distance. He uses this power primarily for getting from place to place. Occasionally it is used as a combat maneuver.

Background and personality: Robert Bruce Banner was a physicist who developed the gamma bomb for the American military. At the bomb's test firing in New Mexico in the early 1960s, Dr. Banner tried to save a teenager who had driven onto the test site. The teenager, Rick Jones, escaped harm, but Dr. Banner was caught in the weapon's burst and became the green-skinned titan known as the Hulk. For years, the Hulk was pursued by the American armed forces, the invading Skrulls, and virtually every super-hero figure on Earth as he roamed the planet, leaving massive destruction behind him in his wake.

During this time, the Hulk's only friends were Rick Jones, Betty Ross, and a small handful of others who sought to help Dr. Banner and his alter-ego. However, the Hulk's enemies had multiplied greatly. When he finally tried to see his cousin Jennifer Walters, a California lawyer and childhood friend, he was attacked by Skrull agents just as Jennifer was attacked by gangsters she had angered in her work. Despite Dr. Banner's efforts to save her, Jennifer died — and with her died Bruce Banner's fight to live.

Exhausted and driven beyond his ability to cope with his dual existence, Dr. Banner attempted to kill himself by exposing himself to quantities of radiation that should have been lethal to him, even in Hulk form. The attempt backfired and only served to make the Hulk even stronger than before. Worse yet, the radiation gene-locked his cellular structure. Dr. Banner's personality vanished forever, leaving behind a mindless creature who acted out of sheer, undiluted rage.

The Hulk's subsequent rampage was stopped only by the efforts of virtually every hero in the Defenders East and West, including other hero groups such as the New Invaders. With the help of DOCTOR STRANGE™, the Hulk was placed into an extradimensional prison, where he remained for years until A.I.M. soldiers and scientists raided the facility that maintained the prison's existence. A.I.M. carefully released the Hulk and succeeded in placing a mind-control ring around his head, so he would obey simple commands sent to him by his masters (attack, kill, run that direction, etc.). The



Hulk has no mind of his own and acts like a robot. If the band around his head is damaged (Excellent strength material, called shot required), he becomes enraged and attacks everything and everyone within reach. He won't snap out of this state.

MAD THINKER™

Real name unknown
Criminal scientist
Divergent Earth villain

Fighting:	Typical
Agility:	Typical
Strength:	Typical
Endurance:	Typical
Reason:	Amazing
Intuition:	Typical
Psyche:	Typical

Health:	24
Karma:	62
Resources:	Remarkable
Popularity:	7

Known Powers:

COMPUTER BRAIN: The Mad Thinker is good at organizing information, but he is almost incapable of developing original ideas. Most of his plots and inventions are based entirely on other people's ideas. He is able to calculate the probability of any event happening, but is prevented from having perfect knowledge of the future by the x-factor — variables that are unknown or cannot be calculated. Super heroes have an x-factor in their actions and behavior, which is why he has trouble working against them. His schemes are completely planned in advance, but the x-factor usually ruins his plans.

WEAPONS: The Mad Thinker has many weapons and androids, but they are all based on previously used ideas that he has combined to make more effective. His androids are armed with blasters having Incredible power over a three-area range, and have powers and abilities of up to Incredible rank, but their Reason, Intuition, and Psyche rarely exceed Typical. The androids' stats are:

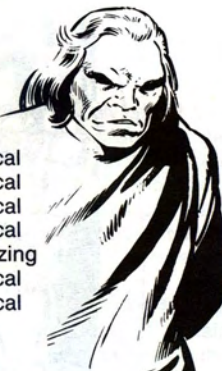
F	A	S	E	R	I	P
RM	EX	EX	RM	PR	FE	FE

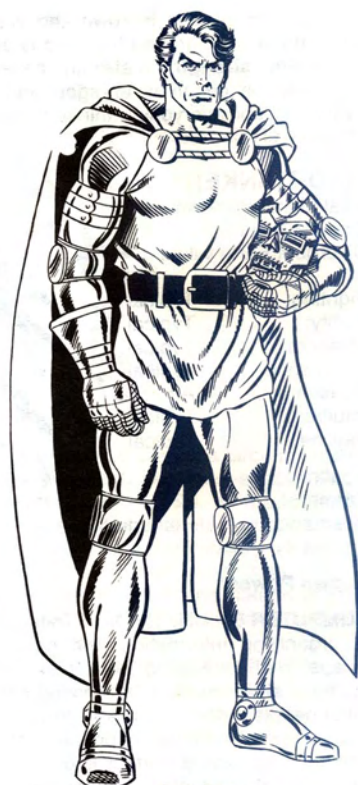
Health: 100

Karma: 8

RADIO LINK: The Mad Thinker has a surgically implanted radio link to his laboratory. He can use his facilities through this means from up to 250 miles away, even while in prison.

Background and personality: Most of the Mad Thinker's history is unknown. He began his criminal career by trying to control various gangs in New York. He soon stopped using normal accomplices, since he considers himself resourceful enough to operate without them. Though he has worked with the PUPPET MASTER™ on occasion, he usually prefers to work alone. It is not known if he has any living family. The Mad Thinker is arrogant, conceited, cold, calculating, distant, and power-mad. His lack of friends is hardly surprising, and he has few allies.





VICTOR™

VICTOR™

Victor von Doom
Monarch, scientist, crimefighter
Divergent Earth hero

Fighting:	Remarkable
Agility:	Excellent
Strength:	Remarkable
Endurance:	Incredible
Reason:	Amazing
Intuition:	Incredible
Psyche:	Amazing

Health:	120
Karma:	140
Resources:	Amazing
Popularity:	80

Known Powers:

Many of Victor's powers derive from his sophisticated suit of nuclear-powered, computer-enhanced armor.

ABILITY ENHANCEMENT: Victor's armor raises the wearer's Fighting by one rank, and raises Agility, Strength, and Endurance by two ranks each, to the maximum levels shown above. Without the golden armor, Victor von Doom's FASE abilities are:

F	A	S	E
EX	TY	GD	EX

BODY ARMOR: Victor's suit provides him with Incredible armor against all physical or energy-based attacks.

FORCE FIELD: Victor's armor can project a force field of Monstrous strength around him. The force field is effective against all physical or energy-based attacks, but cannot protect him from magical or psionic attacks. The force field grants protection against heat attacks of up to



VALOR™

Shift X power. The force field can stop even energy attacks based on visible light, such as from laser weapons. No weapons systems can be engaged while the force field is activated. The field can cover the entire area in which Victor stands, including all persons within that area.

FORCE BEAMS: Victor's gauntlets are equipped with miniature particle accelerators. These shoot beams of Amazing energy within a range of seven areas.

ELECTRIFIED ARMOR: Victor's armor is capable of being electrified, either to prevent anyone from tampering with it or for use as a close-quarters attack combined with a punch. The electrical field generated does Remarkable damage to living targets (Amazing damage if combined with a hard punch) or Amazing damage to robotic/computer devices. This attack can only be used once every 20 rounds.

FLIGHT: Victor's armor is equipped with a jet-pack that allows him to fly at Excellent speed in the atmosphere. He can carry up to 600 lbs. of additional weight with him in flight.

AIR SUPPLY: Victor's armor has an air supply for up to four hours of underwater or vacuum-environment work.

RADIO: Victor's helmet has a multiband radio of Incredible power and range, and a special radio link-up via satellite with all of his robotic forces worldwide.

AMPLIFIER: Victor's helmet also has a voice amplifier that has an effective range of 10 areas.

SKRULL DETECTOR: Victor invented a brain-scanning device that detects the presence of a Skrull precisely within a range of 10 areas, pinpointing its exact location regardless of its current disguise. This device functions with

Incredible power.

ARMOR MODIFICATIONS: Victor has been known to alter his armored suit to add additional offensive, defensive, and sensory and detection equipment. These devices vary widely in power and effect, as per the Judge's plans and whim.

MAGIC: Victor has steadily pursued his knowledge of occult and other-worldly powers, and he has become very proficient at manipulating magical forces in anticipation of his planned assault on Mephisto. He can use universal energies to create mystic shields and magical bolts of Amazing power. He can detect magical forces within a 10-area range with Monstrous ability. Victor has become proficient with using dimensional energies to combat sendings from Mephisto and other demonic forces over the years as well, but he prefers to save his powers for his attack on the Lord of Evil.

Talents: Victor von Doom is a genius who has created a staggering number of devices in his fight against evil and crime, including devices allowing interdimensional travel and entire robotic armies. His Reason is Monstrous in matters of physics, robotics, genetic engineering, bionics, and the occult, as well as in many other sciences. He has a Monstrous Reason if inventing things. Victor is skilled in aeronautics and medicine as well (Incredible Reason).

Background: Much of Victor's story has been told elsewhere. Born of Latverian gypsies, Victor von Doom suffered greatly as a child under the rulership of a pretender who held the Latverian throne. He left his homeland for America and Empire State University, where he conducted his fatal experiment trying to contact the spirit of his dead mother. Changed by the experience, Victor joined a colony of Tibetan monks and gained enormous mystical and scientific knowledge. Having been told by his mother's spirit that he was the rightful ruler of Latveria, Victor returned to his country, gained the throne, and brought prosperity and freedom to his people. He married his childhood sweetheart, Valeria, and appeared to settle down to a life of crime fighting in Europe and abroad. His identity as Victor, the super-powered hero, is public knowledge.

Castle Doom, Victor's ancestral fortress, has been honeycombed with high-tech devices and defenses, as well as numerous sorcerous protections. Almost everyone who works in the castle is a robot, save for a few associates.

Personality: Victor von Doom's entire life has been shaped by three things: his guilt over Reed Richard's death, his desire to eliminate crime and evil from the world, and his desire to free his mother's spirit from Mephisto's realm. Though accused by some of wanting to become the benevolent governor of Earth, Victor is widely known as a great benefactor and champion, a proud and noble man who is beloved of his people and respected by many worldwide.

There is another side to Victor, however. His drive to free his mother's spirit has grown into an obsession that has overcome his good judgment, and his pride and confidence have made him arrogant and selfish at times. Of late, Victor has turned all of his attentions toward the coming invasion of Mephisto's realm, and he cannot be swayed from this goal. He considers all other objectives as secondary in this light — even the safety and well-being of Valeria and his allies, whom he uses to gain his own ends.

VALOR™

Valeria von Doom
Latverian crimefighter
Divergent Earth hero

Fighting:	Excellent
Agility:	Remarkable
Strength:	Excellent
Endurance:	Remarkable
Reason:	Typical
Intuition:	Typical
Psyche:	Good

Health:	100
Karma:	32
Resources:	Amazing
Popularity:	20

Known Powers:

All of Valor's powers are derived from the suit of powered armor which she wears, which possesses exactly the same powers as that of Victor's.

Without the suit, Valeria's FASE scores are as follows:

F	A	S	E
GO	GO	TY	GO

Background and personality: Valeria is a gypsy woman who has loved Victor von Doom since their childhood. Embittered by the death of his parents, Victor left her while he went to America to State University. Upon his return, Victor freed Valeria from imprisonment by a usurper on the Latverian throne, and married her in a state ceremony.

After several attempts were made against Valeria's life by super-powered villains and enemies of Victor, Victor made a special suit of armor for his wife and carefully trained her in its use. Valeria slowly gained confidence with her new powers, and she has even assisted Victor on some of his heroic quests (though Victor does not always approve of it). Valeria's identity as the heroine Valor is public knowledge, like her husband Victor's identity. Valeria (in both identities) has often served as a diplomatic liaison between Victor and other hero groups like the Defenders and S.H.I.E.L.D., and she tries (with varying degrees of success) to soothe bad feelings between them.

Valeria does not approve of Victor's use of sorcery, forcing him to hide his true intentions of freeing his mother from the netherworld even from her. Valeria has guessed at the truth, however, and fears for the safety of her kingdom and the world if her husband goes through with his plans. Torn by indecision and doubt, Valeria wants to do the right and best thing, even if it means going against her husband's wishes.

MEPHISTO™

Lord of Hell
Divergent Earth villain

Fighting:	Monstrous
Agility:	Monstrous
Strength:	Monstrous
Endurance:	Class 1000
Reason:	Monstrous
Intuition:	Monstrous
Psyche:	Unearthly

Health:	1225
Karma:	250
Resources:	Unearthly
Popularity:	-100

Known Powers:

BODY ARMOR: Mephisto's extradimensional body provides Amazing protection from all attacks save those which are mystical in origin.

MYSTIC FORCE BOLTS: Mephisto may fire mystic force bolts (Monstrous damage, line-of-sight range) from his hands or eyes.

OTHER POWERS: Mephisto has a host of powers (including teleportation, dimensional travel, levitation, invisibility, matter control, size control of self and others, all at Unearthly levels of ability). Other powers are available at Monstrous levels, but two powers are denied him:

- Mephisto cannot control the actions of a sentient being without that being's willing submission; and
- Mephisto cannot read the minds of sentient beings.

In addition, Mephisto's summonings on Earth are merely illusions, against which the viewer must make a red Psyche FEAT roll to disbelieve. These illusions are at the Unearthly level and can cause damage if the viewer fails to disbelieve in them. Damage ranges up to the Unearthly level, depending on the nature of the illusion.

Background and personality: Mephisto is the demonic lord of an extradimensional realm who preys upon humanity's weaknesses. He can intercept the astral bodies of humans after death and imprison them within his realm, though the methods and requirements of this imprisonment are unknown. Mephisto draws tremendous strength from humanity's belief in him as the personification of evil. Mephisto may be defeated and his body destroyed, but he eventually reforms and reappears, drawing

power from this belief.

Like many of the other characters in this divergent universe, this Mephisto is not the same as the one from the mainline MARVEL UNIVERSE, but he is very similar. He has known for years that Victor von Doom was preparing to attack him; he was at first amused by Victor's audacity and was content to let the scientist draw himself into his own trap of conceit and pride.

Now, however, Mephisto is truly afraid that Victor may succeed with the assault on the realm of his inferno. Victor's personal magical talents (backed by powerful technological devices) could cripple, if not totally destroy, the Lord of Evil. Granted, he would return, but he would not be able to challenge his destroyer for many, many years.

However, Mephisto has one card left to play. Mephisto has subtly gained control of certain A.I.M. operations in this universe by having the Swordsman suggest attacks against Victor's love, Valeria (see Chapter 3). If the Swordsman fails and Mephisto is attacked by Doom's forces, or if Mephisto can catch Victor at a weak moment, the demon prince attacks Victor directly.



MEPHISTO™

NEW PC HEROES

The following alternate player characters are residents of Victor's divergent universe. As such, they do not have the same histories nor, in several cases, the same powers and talents as their counterparts in the mainline MARVEL UNIVERSE™. These changes are purposeful and carefully considered; Judges and players should study these characters carefully before role-playing them, to familiarize themselves with the characters' new powers and personalities.

The changes brought about by the death of Reed Richards in this universe are, in some cases, quite extreme — but perfectly logical. Almost all personal histories diverge from the MARVEL UNIVERSE™ starting with the Skrull invasion in the early 1960s. Certain heroes have powers and abilities they lack in the mainline universe (notably Crystal, the Thing, the Human Torch (Vision), and Nomad (Rick Jones)), while several are much the same (Daredevil, Flare (Dazzler), Quicksilver and Hawkeye, for instance). All of these characters are from a living, active universe which they regard as normal; to them, the mainline MARVEL UNIVERSE™ is itself a strange, divergent universe.

THING™

Benjamin J. Grimm
S.H.I.E.L.D. Special Forces agent
Divergent Earth hero

Fighting:	Incredible
Agility:	Remarkable
Strength:	Monstrous
Endurance:	Monstrous
Reason:	Good
Intuition:	Good
Psyche:	Remarkable
Health:	220
Karma:	50
Resources:	Excellent
Popularity:	80

Known Powers:

Ben Grimm's special powers derive from his suit of powered armor, designed and developed over the years by TONY STARK™ and S.H.I.E.L.D. to its present form.

ABILITY ENHANCEMENT: Ben Grimm's Thing suit raises the wearer's Fighting by two ranks (maximum of Incredible), Agility by two ranks (maximum of Remarkable), Strength by five ranks (maximum of Monstrous), and Endurance by five ranks (maximum of Monstrous). Without his suit, Ben's FASE scores are:

F	A	S	E
EX	GD	GD	GD

BODY ARMOR: The Thing suit provides Incredible protection from physical, acidic, and temperature-based attacks. It gives Remarkable protection from energy attacks.

SENSORY PROTECTION: Ben's sight and hearing receive Amazing protection when the suit's equipment is activated.

VOICE AMPLIFIER: If he chooses, Ben may use the voice amplifier in his suit's helmet to broadcast his voice over a 10-area radius. This sound is of Amazing strength.



DAREDEVIL™



CRYSTAL™



THING™

FLIGHT: Ben Grimm's Thing suit can fly at 7 areas per turn, or at 20 areas per turn for 5 turns (after which time he has to slow down for 10 turns to rest the boot's turbine engines). Ben's suit cannot leave the Earth's atmosphere.

Talents: Ben Grimm is an outstanding pilot and can fly any aircraft or spacecraft with Incredible skill and Reason. He can deduce the workings of any alien spacecraft if he makes a green Reason FEAT roll. Ben also knows martial arts and wrestling.

Background: Ben Grimm grew up in New York City's Lower East Side, and he lost his family before he was age 15. Cared for by his uncle and aunt, he became a football star in high school and went to Empire State University on a scholarship. There he met a talented genius named Reed Richards, and the two became roommates and fast friends.

Unfortunately, Reed Richards was killed while helping another student, Victor von Doom, with an experiment. Ben was enraged that Victor "got off" so lightly, though Reed's death was entirely accidental. Susan Storm, a close friend of Ben's who had been dating Reed Richards, soon became Ben's steady girlfriend. Sue does not share Ben's hatred for Victor, though Reed's death crushed her.

After completing college, Ben joined the Air Force and became a test pilot. When the Skrulls invaded Earth, Ben was transferred to S.H.I.E.L.D. and became a top combat ace, running secret missions across the world in the fight against the invaders. He and Sue Storm were married just before the Freedom War, the final battle with the Skrulls, and they rented an apartment in the Baxter Building in New York

with Sue's brother Johnny. Sue and Johnny had also joined S.H.I.E.L.D. by this time, and they often went on special missions together with the blind S.H.I.E.L.D. agent Matt Murdock, calling themselves the "Fantastic Four" at Sue's suggestion. Sue recently left S.H.I.E.L.D. to care for her children full time, and she was replaced by Crystal Storm on the team.

Ben was given a special suit of powered assault armor just prior to the final conflict with the Skrulls; not liking the bulky suit, Ben adopted Sue's nickname for it and called himself "The Thing." The suit was designed to punch through starship and bunker armor, and Ben used it to good effect. After the Skrulls were defeated, Ben continued to wear the suit, enjoying its special capabilities more and more over time. The armor has been improved over the years, especially by Tony Stark, though Ben has avoided having the suit outfitted with "fancy" items such as repulsors and guns.

Ben and Sue have a son, Daniel Reed Grimm, and a daughter, Jennifer Elaine Grimm, both now of grade-school age. Ben and Sue's closest friends are Johnny and Crystal Storm (see Crystal), and Matthew and Alicia Murdock (see Daredevil).

Personality: Ben is a highly popular hero, though he maintains a gruff, rugged exterior and expresses himself in pithy, New York slang. He likes himself and his job, and he is a responsible and caring husband and father. Ben is usually in the front line of any assault against an enemy position, eager to mix it up in a brawl with super-powered villains or their minions, roaring: "IT'S CLOBBERIN' TIME!" at full amplifier volume.

Ben still bears a terrible antagonism for Vic-

tor, though he has grudgingly worked with Victor's forces in the past, and he wouldn't mind seeing Victor suffer for Reed's death. Ben's greatest super-powered foe, however, is the Sub-Mariner of his world, who has tried on numerous occasions to abduct Sue Grimm and take her beneath the sea to found a new Atlantean race. Knowing that the invading A.I.M. forces have hired Sub-Mariner and his fellow Atlantean rogues, Ben plans to go to any length to destroy the A.I.M. operation and to beat his old foe one last time.

CRYSTAL™

Crystalia Amaquelin Storm
S.H.I.E.L.D. Special Forces agent
Divergent Earth hero

Fighting:	Good
Agility:	Excellent
Strength:	Good
Endurance:	Excellent
Reason:	Good
Intuition:	Good
Psyche:	Typical

Health:	60
Karma:	26
Resources:	Excellent
Popularity:	50

Known Powers:

ELEMENTAL CONTROL: Crystal possesses the power to control earth, air, fire, and water (the classical "elements" of nature) by psionic molecular control. This control is of Monstrous power. Among her specific capabilities are the following:

- Create fire within any area in a five-area range where oxygen is present (the flames do Excellent damage each turn);
- Create rain in a two-mile radius (which effectively covers any map display she occupies), extinguishing fires of Excellent strength or less;
- Move water, causing a volume of water covering one area (and up to 20' deep) to move as a liquid mass at a rate of one area per turn (maximum range of six areas);
- Move earth, causing an earthquake covering a roughly circular territory of up to 200 areas across to strike (the earthquake does Monstrous damage to all buildings and fixed structures in this area, and all beings on the ground must make yellow Agility FEAT rolls to remain standing; those who fall take Good damage from the tumbling ground and possibly more from falling debris);
- Create winds, causing a blast which does Remarkable damage to anyone or anything that it strikes (the wind blast affects everything along a straight line, running from Crystal to a maximum distance of five areas away);
- Create dust storm, reducing line-of-sight vision to the single area each character inhabits and causing temporary blindness to anyone failing an Endurance FEAT at the start of each turn the dust storm is in effect (the dust storm covers an entire map area);
- Create typhoon, producing effects similar to those of a dust storm (without the blinding powers, but extinguishing all flames of Remarkable intensity or less) with Remarkable winds; and
- Create firestorm, covering a circular area

six areas across and doing Amazing fire damage to anyone caught within it.

RESPIRATORY PROTECTION: Henry Pym gave Crystal and her immediate family special treatments to enable them to withstand the polluted atmosphere of Earth, which had caused them great problems since they were raised in the perfectly clean environment of Attilan. Crystal and her fellow Inhumans now have Excellent resistance to air-borne pollutants, including poison gases and chemical irritants, but they cannot breathe underwater or if no oxygen is present.

Talents: Crystal has been trained in several forms of martial arts.

Background: Crystal is one of the last few Inhumans alive on Earth, following the Skrull invasion in the early 1960s. Born into the royal family of the Inhumans in Attilan, she and her immediate family were driven out of their city during a revolt, and she grew to young adulthood as her people wandered through Asia, Europe, and America for a decade.

When the Skrulls conquered Earth, Crystal and her family went into hiding, but soon encountered a number of heroes fighting the Skrulls under the name of the Defenders. The Inhumans joined the battle against the Skrulls, and BLACK BOLT™, leader of the exiled Inhuman group, made plans to take control of Attilan from his insane brother MAXIMUS™. Unfortunately, before the Skrull fleet was annihilated by Galactus and the Silver Surfer, Maximus attempted to strike a traitorous deal with the Skrulls. Believing the Inhumans of Attilan were agents of the Kree, a race with which the Skrulls had fought for millions of years, the Skrull forces blasted Attilan from space, killing all who remained there.

Crystal continued to work with the Defenders until she met Johnny Storm, an agent of S.H.I.E.L.D. The two quickly fell in love, and they were married after a long courtship. Crystal left the Defenders for S.H.I.E.L.D., becoming part of its Special Forces Division and has served well since then. When Sue Grimm left S.H.I.E.L.D., Crystal took her place on the "Fantastic Four" team. The current marital crisis between Crystal and Johnny threatens the integrity of the team, and its future is uncertain.

Crystal and Johnny have a daughter, Rainbow Storm, who has latent mental powers that she has not revealed to her parents. Rainbow is of grade-school age. She is cared for by Susan Grimm, Johnny's sister, when her parents are adventuring.

Personality: Normally a pleasant, cheerful person, Crystal feels some conflicts between her roles as a mother and agent. She depends heavily on Susan Grimm for moral support, particularly if she is having marital problems with Johnny. Though she is an active adventurer, the center point of her life is her daughter Rainbow, which has caused some friction between her and her husband.

Crystal has increasingly expressed a desire to retire from crimefighting and have her husband retire as well, but Johnny has resisted this and the two fight bitterly at times about it. Crystal had a recent affair with Quicksilver after one such fight, though she stopped seeing him when her husband discovered the relationship. Crystal and Quicksilver still care for each other, but they won't express their feelings in public.

Because Johnny has talked about the affair to others, it is now common knowledge (to Crystal's distress).

Crystal bears incalculable hatred for the Skrulls and for anyone who associates with them, as a result of their destruction of her people and city. She admires Victor for his "Skrull detector" invention (see Victor) and bears him no ill will.

DAREDEVIL™

Matthew M. Murdock
S.H.I.E.L.D. Special Forces agent
Divergent Earth hero

Fighting:	Incredible
Agility:	Incredible
Strength:	Good
Endurance:	Excellent
Reason:	Typical
Intuition:	Monstrous
Psyche:	Good

Health:	110
Karma:	91
Resources:	Excellent
Popularity:	80

Known Powers:

HEIGHTENED SENSES: Matt Murdock, as a result of the accident that blinded him, has Monstrous senses of smell, taste, touch, and hearing that function with superhuman quality on an Intuition FEAT roll. He can hear the heartbeats of anyone in the same area with him, and has an Amazing ability to detect if someone is lying by changes in his heart rate (unless the subject has a pacemaker, body-control power, or is a pathological liar). He can read printed pages by touch, remember anyone's body odor regardless of any disguise, detect anyone's presence within his area by body heat, track a single person through a crowd by smell alone (five-area range), track a person's trail up to an hour after it was made, and detect the ingredients in any food by taste. In crowds or in the presence of Remarkable or greater levels of sound, the hearing- and scent-related portions of this power are reduced to Incredible levels.

RADAR SENSE: Daredevil can sense three-dimensional objects (including attackers) up to three areas away using a radarlike sixth sense. This sense is omnidirectional and works in light or darkness, but it cannot distinguish fine details (it also cannot resolve TV pictures). A great number of moving people or objects, or the presence of Remarkable or greater levels of sound reduces his Intuition roll for special uses of this sense to Incredible.

Equipment/Possessions: Daredevil often carries martial-arts fighting equipment with him, including knives, sais (treat as knives, but disarm attackers with a Fighting FEAT roll if used against swords or spears), and a long fighting staff (one-area reach, Excellent damage, Remarkable material strength). Daredevil does not use firearms.

Daredevil also wears a special protective hearing aid. If exposed to sound levels of Amazing or above, the hearing aid activates and muffles the incoming sound to protect his sensitive hearing. This immediately reduces his Intuition to Incredible levels for the duration of the loud noise exposure. Matt's radar sense continues to function during this time.

Talents: Matt Murdock is trained extensively in the areas of martial arts, gymnastics, and wrestling. He is also skilled with blunt, sharp, and thrown weapons, and has Excellent familiarity with law and law enforcement matters (he is a licensed attorney). Matt's Agility is Amazing when dodging.

Background: Matt Murdock was the teenaged son of a professional boxer. He was involved in a truck accident and exposed to radioactive waste as a result, which blinded him but gave him extra powers. The truck was being followed by Tony Stark, who was checking the progress of the shipment and laying low from Skrull invaders who were hunting for his Iron Man alter ego. Tony immediately took the injured youth to the secret headquarters of the fledgling S.H.I.E.L.D., where Matt was trained to use his new talents by Nick Fury and other agents.

Matt was able to continue his education while working for S.H.I.E.L.D., and went to Columbia University with his friend, "FOGGY" NELSON. When terrorists captured a Greek ambassador and his daughter, Matt, calling himself by his codename "Daredevil," attempted to rescue the two. The ambassador was accidentally killed; his daughter ELEKTRA, who had been in love with Matt before the kidnapping, went to Europe.

With Matt's connections with S.H.I.E.L.D., he was able to prevent the killing of his father by criminals who sought to have the elder Murdock take a fall in a boxing match. He went on to become a powerful agent in the Special Forces division, and soon met and married a young blind woman named ALICIA MASTERS, a friend of Ben Grimm and Johnny Storm (and the daughter of a criminal named the Puppet Master, a perennial foe of the Defenders and Victor).

Matt Murdock encountered Elektra again, but she had become an assassin in the employ of the criminal boss KINGPIN. When Elektra threatened Alicia's life, Daredevil fought her in hand-to-hand combat and accidentally killed her. This event devastated Daredevil, but with the support of Alicia and his friends, Matt has continued working for S.H.I.E.L.D. For some time, Daredevil, Ben Grimm, Sue Grimm, and Johnny Storm fought as a Special Forces team known as the "Fantastic Four." Crystal Storm has replaced Sue on the team now.

Alicia Masters Murdock makes a living at home by making and selling sculptures and pottery. Her work is widely known, and she has become famous in her own right as an artist. Matt and Alicia have a grade-school-aged son named Franklin Benjamin Murdock after Matt's friend "Foggy" and Ben Grimm.

Personality: Matt Murdock has largely recovered from Elektra's death, though he is intensely aware of his sense of loss and guilt over the matter. He avoids using bladed weapons in combat except in nonlethal ways (using sais to disarm but not to stab).

Matt is otherwise an extremely active hero of exceptional character, being driven in his work, hard-nosed, uncomplaining, and at times uncomfortably honest. He is accustomed to taking extraordinary risks as a matter of course. Everyone is aware of his blindness, but this does not hamper his activities in the slightest and he is quite popular.

Matt Murdock's greatest foes are organized crime figures, particularly Kingpin and various MAGGIA families. Matt has no particular axe to grind against Victor, especially since Victor

designed the special hearing aid that he wears. His closest friends are the Grimms and Storms, and he gets along well with many heroes in both S.H.I.E.L.D. and the Defenders.

Matt regards the current war against A.I.M. as just another job, though a messier one than usual. If any of his friends are threatened, however, he may become vengeful and driven to takes greater than usual risks to end the war quickly.

HUMAN TORCH™

Jim Hammond (adopted name)

New Invaders crimefighter

Divergent Earth hero

Fighting:	Remarkable
Agility:	Excellent
Strength:	Excellent
Endurance:	Remarkable
Reason:	Typical
Intuition:	Good
Psyche:	Typical

Health:	100
Karma:	22
Resources:	Excellent
Popularity:	80

Known Powers:

FLAME GENERATION AND CONTROL: The Human Torch can create flames from all or part of his body, and can control external fires within a range of five areas with Unearthly ability. He can shoot flames from his hands with Remarkable Agility up to three areas away, causing up to Unearthly damage. He can also shape flame within a three-area range to create fiery cages, letters, or geometric shapes; these shapes last only as long as he concentrates upon them.

FIRE RESISTANCE: The Human Torch has Unearthly resistance to fire and heat attacks.

FLIGHT: When completely aflame, the Human Torch may levitate and even fly at Amazing speeds (25 areas per turn).

BODY ARMOR: When completely aflame, the Human Torch gains Incredible Body Armor against all weapons of Incredible material strength or less. All slugfest, charging, and grappling attacks cause him normal damage, but attackers who touch his flaming body take Incredible damage at once.

ANDROID PHYSIOLOGY: Though he functions in all ways as a human being, Jim Hammond is an artificially created being with Unearthly immunity to disease and infection. He possesses Remarkable senses of vision, taste, smell, hearing, and touch, and he cannot be affected by certain attack forms depending upon human blood or tissue to become effective.

FINAL FIREBALL: Should the situation demand it, the Human Torch is capable of causing the solar cells buried in his skin to overload in a single burst of flame. He can only perform this feat under direct, intense sunlight (or other light of Amazing intensity or better). The blast does Shift X (150 points) damage to everything within a radius of ten areas. The Human Torch then collapses in a deathlike state of suspended animation, and he must then be restored to life by someone with at least Incredible knowledge of biochemistry, electronics, and physics. Henry Pym has restored the Human Torch on the few occasions in the past when this has occurred.

WATER WEAKNESS: If submerged in water, the Human Torch's flaming power cannot be started. If struck by a continual blast of water, his flames are extinguished and he won't be able to ignite them again for 10 turns (or until dry).

Background: The Human Torch is an android (or synthozoid, as Henry Pym has labelled him) created by PROFESSOR PHINEAS HORTON. Photoelectric cells were imbedded in the Human Torch's skin to provide him with power, but they tended to ignite when exposed to open air. After a chaotic start to his career, the Human Torch gained control over his flaming powers and became a major crimefighter and war hero in World War II. He worked with a mutant youngster named TORO (who possessed similar flaming powers) and joined the Invaders and All-Winners Squad during and after the war. The Human Torch himself killed Adolph Hitler near the end of the war, though this fact is not widely known outside of the government.

The Human Torch was put out of action from 1949 to 1953 by criminals using a Soviet paralysis spray. Though he was released from his burial in the Nevada desert by an atomic bomb test, the radiation he took from the blast eventually caused him to malfunction, and he deactivated himself with a Final Fireball in 1955.

In the mid-1960s, the Mad Thinker found the Human Torch's body and tried to use the reactivated hero against the Defenders. The plan was stopped, and Henry Pym took charge of bringing the Torch back to a "normal" life. Still using his old name of Jim Hammond, the Torch joined the New Invaders with Captain America (Jeffrey Mace), Bucky (Rick Jones), and other heroes, and has been a stable member of the team ever since. He met the mutant Defender Scarlet Witch and eventually married her in the 1970s.

The Human Torch has begun to cut back on his crimefighting activities of late and has thought about retirement so that he and Scarlet Witch may spend more time together. The invasion of his world by A.I.M. has destroyed these plans, and the Human Torch finds all of his time consumed in his quest to find the missing Defenders and New Invaders, including his wife — Scarlet Witch.

Personality: The Human Torch is not a particularly emotional hero, and he tends to keep his feelings to himself. He loves Scarlet Witch and tries to get along with his bad-tempered brother-in-law, Quicksilver, despite the latter's continual insults and baiting of him. The Human Torch is on excellent terms with many people in the U.S. government, the Defenders, and S.H.I.E.L.D. (when dealing with these groups, his Popularity rises to 95, and he gets a +1CS on reaction rolls.)

The Human Torch has been around for a long time, and remembers the events of World War II clearly. He is dedicated, persistent, and unstoppable in his determination to secure freedom and peace. The disappearance of Scarlet Witch has greatly upset him, but he has not lost control of his anger and plans to see this fight through to the finish.



QUICKSILVER™

Pietro Maximoff
Defenders East crimefighter
Divergent Earth hero

Fighting:	Good
Agility:	Unearthly
Strength:	Good
Endurance:	Remarkable
Reason:	Excellent
Intuition:	Typical
Psyche:	Good

Health:	150
Karma:	36
Resources:	Good
Popularity:	10

Known Powers:

LIGHTNING SPEED: Quicksilver has Amazing running speed, covering up to 25 areas in a single turn.

THICK SKIN: Quicksilver's tough body enables him to stand the strains of his high velocities, giving him Typical protection from physical damage.

AIR CONTROL: By running in circles within one area, Quicksilver can create a small cyclone that fills that area. This is an attack against many opponents (see page 12 of the Battle Book) using his Fighting ability. The attack does no damage, but it can stun or slam those within that area.

Talents: Quicksilver studied a special form of martial arts from his foster father, the old Invaders hero WHIZZER™, who died some years ago of a heart attack. When in motion, Quicksilver's Fighting rises to an Excellent level and he gains the benefits of the martial arts talent.

Background: Prior to the invasion of the Skrulls, Pietro Maximoff and his sister Wanda were children living in a gypsy camp in the Balkans. Forced to leave the camp by enraged villagers (after an incident brought on by Wanda (later known as Scarlet Witch), the two wandered central Europe until found by the evil mutant Magneto. They were forced into service in Magneto's BROTHERHOOD OF EVIL MUTANTS™, but left when the Brotherhood collapsed following Magneto's death in a tremendous battle with the Skrulls. Named Quicksilver and Scarlet Witch by Magneto, the two were immediately taken into the ranks of the Defenders at their own requests, and they served well as heroes for many years.

For a time, it was believed that the semi-retired hero Whizzer (who had served with the Liberty Legion in World War II) and his wife MISS AMERICA™ (who died in 1949) were the parents of Quicksilver and Scarlet Witch, but in the early 1970s this was shown not to be the case. Quicksilver has no idea who his real parents are; he certainly wouldn't believe that his father was actually Magneto, commonly regarded as the most dangerous man since Adolph Hitler and a traitor to humanity.

Two weeks ago, A.I.M. forces captured Scarlet Witch; no trace of her has been found. Consumed with his fears for his sister's welfare, Quicksilver might do anything to rescue her from A.I.M.'s clutches.

Personality: Once a hot-tempered, overbear-



QUICKSILVER™

ing, and opinionated youth, Quicksilver's temper and dictatorial nature have cooled by the years. He is still not very popular (Hawkeye's company is preferred to his) and still interferes with his sister's life (to her anger), but the A.I.M. invasion and his sister's capture have made him willing to cooperate with others. Any chance he gets to attack A.I.M. and rescue his sister is to be taken, regardless of the costs.

HAWKEYE™

Clint Barton
Defenders East crimefighter
Divergent Earth hero

Fighting:	Good
Agility:	Remarkable
Strength:	Good
Endurance:	Excellent
Reason:	Typical
Intuition:	Good
Psyche:	Typical

Health:	70
Karma:	22
Resources:	Good
Popularity:	19

Known Powers:

EXTRAORDINARY VISION: Hawkeye has Remarkable vision, from which he got his name.

BOW SKILL: Hawkeye has Monstrous Agility when firing a bow. He usually uses a bow with a 75-lb. pull with a range of seven areas. He may fire up to three arrows per turn, and is able to "pin" an opponent by his clothing at a range of two areas. This latter feat requires a Bull's-Eye,

and the victim must tear his clothing away in the next turn to be able to move freely afterwards.

Talents: Hawkeye is skilled in several types of martial arts. He is also a naturally skilled marksman with any thrown or aimed weapon, and uses a +1CS when using any weapon that requires an Agility FEAT roll. His Reason is Remarkable in inventing new arrows.

Equipment/Possessions: Hawkeye usually carries 36 arrows in his quiver. Twelve of them are standard target arrows (Excellent Slugfest damage). Six have triple-bladed heads (Excellent Hack-&Slash damage); he rarely fires these at living creatures, using them instead on tires, windows, etc. The other 18 arrows come from his large supply of special-purpose arrowheads. Whenever Hawkeye goes on a mission, he specifies which special arrows he's taking. Below is a list of some special arrows he uses. Players may design others with the Judge's permission.

- Explosive — Amazing HE grenade damage to one area or target
- Tear gas — Excellent potency, covers one area for three turns (victims blinded, Down FOUR to hit)
- Acid — Monstrous corrosive strength, Excellent damage to one target
- Electric — Amazing damage to one target
- Rocket — Incredible speed, Remarkable damage to one target, 20-area range
- Smoke — Covers one area for three turns or three consecutive areas for one turn
- Thermal — Remarkable heat damage to one target
- Suction tip * — Remarkable-strength grip, attaches to smooth surfaces only, no damage
- Vibrating — Excellent damage to one target
- Boomerang * — Returns next turn, can entwine objects in curved path (Typical damage)
- Flare — Lights up two-area radius, blinding opponents for two turns with Remarkable potency or doing Good flame damage on impact
- Cable * — Incredible-strength cable that spans three areas or Excellent-strength light rope that spans five (Typical damage on impact)
- Putty * — Excellent strength, good versus one target for entanglement and no damage, except to open machinery (Remarkable damage)
- Siren — Good sonic damage, audible for twenty areas (Typical damage on impact)
- Net — Net covers one area with Incredible grasping strength, no damage
- Bola — Entangles one target with Incredible-strength bola cable, Feeble damage
- Flame-killer — Amazing smothering effect on open flames in one area
- Hypersonic — Excellent-intensity concussive tip that stuns only living target for five turns (yellow Endurance FEAT to avoid)
- Shrinking — Bulb containing Henry Pym's shrinking gas explodes on contact, causing live targets within one area to be reduced to 1/2" height (becoming helpless and easily caught by any nearby character); effect lasts 20 turns

* — Arrow may have Remarkable-strength cable three areas long (or Excellent-strength rope five areas long) attached to it.



FLARE™

Background: Clint Barton and his older brother ran away from an orphanage and joined a circus in their early teens. They worked for a man who was later known as the criminal Swordsman, who trained Clint in archery until the boy became a star in his own right. However, when Clint discovered the Swordsman was stealing from the carnival, he was chased onto a tight-rope, which the Swordsman then cut. Clint recovered from his severe leg injuries and continued working for the carnival as an archer until the time of the Skrull invasion. Seeing Iron Man in action against the aliens spurred him to become a costumed crimefighter. After a few rough starts, he became a member of the Defenders.

Clint never met BLACK WIDOW™, as he did in the mainline MARVEL UNIVERSE, since she was preoccupied with fighting Skrulls in the Soviet Union. He has had several girlfriends, his most serious relationship being with Bobbi Morse (Mockingbird, a S.H.I.E.L.D. agent). Mockingbird was recently attacked and badly injured by forces under the command of the Swordsman, and Hawkeye has vowed vengeance against his old foe at all costs.

Personality: A brash, often loud-mouthed Defender, Hawkeye acts as though he has a chip on his shoulder. He has never successfully gotten out on his own as a lone crimefighter, a problem which irritates him greatly, and he craves more responsibility and respect from his fellows than he gets. He especially resents not being chosen to head the Defenders West branch (the decision having been made by Jack Monroe, the current Captain America). Hawkeye has a quiet grudge against Monroe for this reason, though he still wants desperately to



NOMAD™

prove himself to everyone.

Because of the attack on Mockingbird, Hawkeye has become harder to get along with than usual. He is determined to make the Swordsman pay heavily for the attack.

FLARE™

Alison Blaize
Defenders East crimefighter
Divergent Earth hero

Fighting:	Excellent
Agility:	Excellent
Strength:	Typical
Endurance:	Excellent
Reason:	Poor
Intuition:	Good
Psyche:	Typical

Health:	66
Karma:	20
Resources:	Good
Popularity:	25

Known Powers:

SOUND/LIGHT CONVERSION: Alison has the mutant power of converting sound waves into coherent light, creating effects selected from the following list:

- Laser beam, usually fired from fingers, hands, or eyes;
- Flash, causing viewers to be blinded (-4CS on attempts to hit);
- Dazzle, causing viewers to be confused and unable to attack or defend themselves;
- Glow, bringing a steady light into existence to illuminate her surroundings;
- Image generation, creating two-and three-

dimensional figures of light to appear around her (ranging from simple geometric patterns to written words to complex holograms of man-sized beings);

- Strobe, creating regular pulsing flashes of light which can trigger epileptic attacks in persons so susceptible, or producing hypnosis and tranquility in viewers if used in a nonthreatening manner; and
- Force field, producing a wall of light energy around her body that serves as Body Armor.

If uncontrolled, Flare's power causes her to flash once every ten turns, and her body otherwise glows with Feeble intensity to emit the stored sound energy within it. Flare can control the direction, color, intensity, and duration of the light leaving her body with Unearthly power. The dazzle, flash, glow, and strobe effects are usually generated from Flare's entire body (her costume permits light to escape through it while remaining opaque to viewers).

Flare gains energy for these effects by storing sound-wave energy within her body. She can store an Unearthly amount of sonic energy, but this energy bleeds off (voluntarily or not) over time. The amount of sonic energy within her decreases by one rank every five turns, though the rate slows by five turns for every rank her energy drops below the Unearthly level. Thus, Flare goes from having Unearthly energy to Monstrous energy in five turns, which drops to Amazing after 10 turns, to Incredible after 15 turns, and so forth. During this time, Flare may use any of her seven light-related talents at the given rank level, each within a range of only one area.

For purposes of calculating the amount of energy Flare has stored, use the following as a general guide. (NOTE: If exposed to a sound source of less power than her current energy level, Flare gains no further energy.)

Normal conversation: Excellent power

Loud radio, crowded room: Remarkable power

Busy street, loud radio: Incredible power

Small explosions, subway noise: Amazing power

Jet engines, most rockets: Monstrous power

Saturn-V liftoff (140 dB and over): Unearthly power

SENSORY PROTECTION: Because of her sound/light conversion powers, Flare has Unearthly resistance to being blinded or deafened by normal means.

Talents: Flare was taught martial arts by the Defenders. She has Excellent singing ability, but little formal musical training.

Background: Alison's mutant talents surfaced during high school, when she was singing at a dance. She tried to make a name for herself as an entertainer, but pressure from both her family, friends, and other mutants made her change her mind and enroll in an X-Man school (see the section on mutants) to become a crimefighter.

Alison was too young to participate in the war against the Skrulls, but she was elected into the broad ranks of the Defenders and fought numerous foes for several years. The strain of being a super-powered hero, the loss of her singing career, and her increasing awareness of her intellectual limitations wore at her emotional health. She had a long succession of boyfriends, and her self-esteem (despite her great powers) was very low until she met Rick Jones

(see Nomad). The two have been going with each other for a couple of years, and Alison's emotional health has improved.

Personality: Once overwhelmed by her responsibilities as a hero and seriously depressed and discouraged, Alison now shows more self-confidence and has more hope for the future. She is learning to come to terms with her great powers, and Rick Jones's encouragement has given her new enthusiasm. Just prior to A.I.M.'s invasion, Alison had made arrangements to take a part-time job as a singer in a local New York nightclub. The invasion has shelved those plans, angering her greatly.

Alison is deeply in love with Rick Jones, though she hides this fact from everyone she can (since Rick is not popular with either S.H.I.E.L.D. or the Defenders at the moment). She does not always get along well with her fellow Defenders, and has been toying with the idea of retiring and becoming a full-time entertainer.

NOMAD™

Rick Jones
Independent crimefighter
Divergent Earth hero

Fighting:	Incredible
Agility:	Incredible
Strength:	Excellent
Endurance:	Remarkable
Reason:	Typical
Intuition:	Excellent
Psyche:	Good

Health:	130
Karma:	36
Resources:	Poor
Popularity:	65 (5 with S.H.I.E.L.D., Defenders, and U.S. gov- ernment)

Known Powers: None

Talents: Rick Jones knows martial arts, and he gains Amazing Agility with thrown and hurled weapons. He is also a musician of Good ability.

Background: Rick Jones was a rebellious, orphaned teenager who had escaped from a state institution before he arrived at the site of the first Gamma Bomb test in the early 1960s, acting on a dare. He was near Robert Bruce Banner when the Hulk first came into being, and remained a constant companion to the scientist and his brutish alter ego for several years. At times, Rick was hunted by Skrulls attempting to catch or destroy the Hulk. One of these Skrull-Hulk conflicts led to the formation of the Defenders; for his heroism and fast thinking in the action, he was made an honorary Defenders member.

Jeffrey Mace (Captain America) got along well with Rick, and the two agreed to work as partners, with Rick adopting the role of Bucky. Rick quickly became one of the core members of the New Invaders during the Freedom War against the Skrulls. He received combat training from both Cap and Nick Fury, and eventually received an injection of a variant "Super-Soldier" formula from Henry Pym. He continued working with Jeffrey Mace until the latter retired, and he stayed with Jack Monroe until a conflict in personalities led him to hang up his Bucky costume. Unwilling to give up adventuring, he soon took the unused role of the Patriot, abandoned by Mace and Monroe, and worked with the New Invaders, the Defenders, and

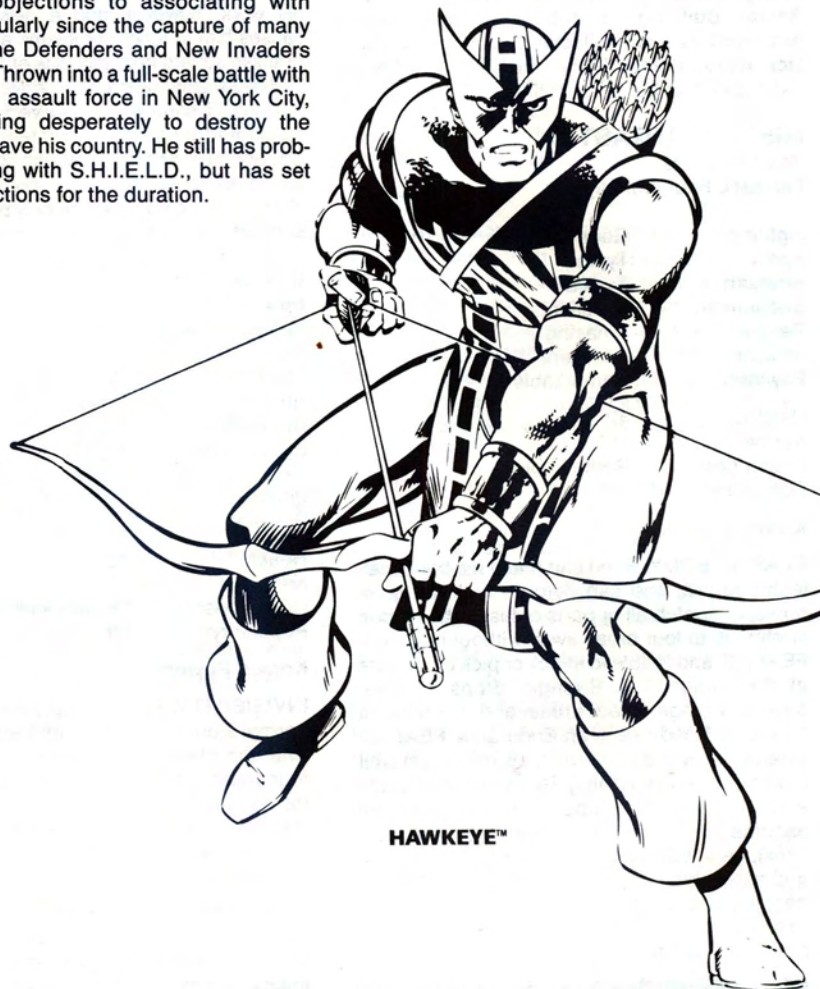
S.H.I.E.L.D. as an independent hero. When a government scandal caused him to lose faith in the "system," Rick dropped his Patriot guise and became the hero Nomad.

Nomad escaped capture by A.I.M., and since that time has been on the run, evading the invaders and trying to find a way to free the captured heroes. Flare (Alison Blaire) has been his girlfriend for several years.

Personality: Rick Jones is a cynical, embittered hero who believes that large hero agencies like the Defenders and S.H.I.E.L.D. have lost touch with what being a hero is all about. He has become all too familiar with the careless way in which the rights of the people are routinely stepped on by S.H.I.E.L.D. in particular, and he has had a few direct conflicts with that organization. The attacks on the Hulk by the government, before Bruce Banner destroyed himself and the Hulk went on its rampage (see the Hulk), also angered and saddened Rick. Nonetheless, Nomad has become a folk hero in a matter of only a few years, though his brand of individualism is seen as moderately dangerous and antisocial by most "establishment" sorts.

Rick Jones met Alison Blaire on a crimefighting mission several years ago. Alison's need for support and Rick's need for companionship in his lonely life were both filled, and they have fallen deeply in love with each other. The relationship is kept a secret because of Rick's unpopularity with the government and with S.H.I.E.L.D.

The invasion of A.I.M. forces has changed things somewhat. S.H.I.E.L.D. has dropped most of its objections to associating with Nomad, particularly since the capture of many members of the Defenders and New Invaders super-teams. Thrown into a full-scale battle with a major A.I.M. assault force in New York City, Nomad is trying desperately to destroy the invaders and save his country. He still has problems in working with S.H.I.E.L.D., but has set aside his objections for the duration.



HAWKEYE™

MARVEL UNIVERSE™ PC HEROES

THE FANTASTIC FOUR™

Among the first of many super-powered individuals in recent times, the Fantastic Four gained their powers in an experimental rocket flight in the early 1960s that was bombarded by cosmic radiation. The radiation transformed Reed Richards, his fiancée Sue Storm, her brother Johnny, and pilot Ben Grimm into enormously powerful individuals, leaving each of them to cope with their new lives as best they could. For the most part, the Fantastic Four have done well, though they have always had assorted personal difficulties to overcome.

The Fantastic Four have fought an uncouth number of criminals and threats to world peace, among them KANG™, the RED GHOST™, WIZARD™, SANDMAN™, TRAPSTER™, DIABLO™, Puppet Master, Mole Man, DRAGON MAN™, and the Super Skrull. Several of their old foes, notably the Sub-Mariner and several Inhumans, have since become heroes in their own right; two Inhumans, Crystal and MEDUSA™, even joined the team when Sue Storm was pregnant and when Sue was briefly separated from Reed. Doctor Victor von Doom, however, remains the greatest foe the four have ever fought.

The Fantastic Four now operate out of the Avengers Mansion until their headquarters, the Baxter Building, is rebuilt (having been destroyed by a false Doctor Doom). They also lack access to their POGO PLANE™ and FANTASTICAR™ at the present time.

MISTER FANTASTIC™

Reed Richards
Fantastic Four crimefighter

Fighting:	Good
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Amazing
Intuition:	Excellent
Psyche:	Remarkable

Health:	42
Karma:	100
Resources:	Remarkable
Popularity:	80

Known Powers:

ELASTIC BODY: Reed can make his body malleable at will, and can deform, expand, compress, or stretch all or parts of his body. He can stretch up to four areas away without making a FEAT roll, and is able to attack or pick up objects at that range. His Strength drops to Poor beyond a range of four areas, and to Feeble at 10 areas. Reed needs an Endurance FEAT roll to stretch beyond four areas; his maximum limit is 10 areas. By stretching, Reed can attack several non-adjacent opponents. Reed can assume aerodynamic shapes (gliders and kites), geometric shapes (spheres, cubes, etc.), and super-thin shapes that can pass through a needle's eye or under a door. Reed has used this power to disguise his facial features. This power is Monstrous in nature.

BODY ARMOR: Reed's skin gives him Remark-

able protection from physical damage (bullets, knives, explosives, and punches), but not against energy attacks or wrestling holds. He can absorb Incredible damage from explosions, but must make a Green Endurance FEAT roll afterward or fall unconscious. If struck by a hurled object and if he is properly braced, Reed can throw the object back at his attacker with Typical Agility.

GRAPPLING: Reed does not have the wrestling talent, but his stretchy body makes him a difficult opponent to grab. He grapples as though he had Excellent Strength, but he does damage using his Typical Strength. He can escape from any wrestling hold with a green Strength FEAT roll.

Talents: Reed is a master of many sciences. His Reason is Monstrous in electronics, physics, mathematics, and mechanics.

Background: Reed Richards has been the mainstay and guiding force of the Fantastic Four since their inception, supported by his wife Sue. He has produced a wealth of inventions in the years since then. Reed was a child prodigy, attending several colleges as a teenager and earning doctorates in physics and electrical engineering. He worked on a government rocket program based in Central City, California (his home town), and designed a starship that he was determined to test. Gathering three friends, he took off for space — and inadvertently created the Fantastic Four team.

Personality: Mr. Fantastic uses his great mind and talents to make new discoveries and create new inventions. Reed has a tendency to become lost in his work, however, and a new mystery often causes him to ignore problems at home. His son Franklin suffers from this lack of attention.

Reed treats everyone in a friendly and even-handed, if somewhat reserved, manner. He is fascinated by those with intellects which rival his, and he is prone to discuss complicated matters with them for hours on end if given a chance. Reed depends heavily upon Sue for her support and love.

INVISIBLE WOMAN™

Susan Storm Richards
Fantastic Four crimefighter

Fighting:	Good
Agility:	Good
Strength:	Typical
Endurance:	Excellent
Reason:	Good
Intuition:	Excellent
Psyche:	Good

Health:	46
Karma:	40
Resources:	Remarkable
Popularity:	80

Known Powers:

INVISIBILITY: Sue can make herself invisible to normal sight by bending light around her body. She can make other people (or objects up to four areas in size) in line-of-sight range invisible (or visible) if she makes a green Psyche FEAT roll. When invisible, Sue is immune to all light-energy attacks such as lasers, and cannot be seen by visual scanners.

FORCE FIELD: Susan has the ability to create and use an invisible force field emanating from her body. The force field can be made into planes, cylinders, domes, cubes, and other simple forms, in

hollow or solid shapes. These force-field shapes can be enormous in size, covering an entire map (such as a dome several miles in diameter). The force field can absorb up to Monstrous damage from all attacks save visible light.

If any single attack causes more than Monstrous damage, the field collapses and she must make a green Endurance FEAT roll or pass out for 1-10 turns. Susan can use the field to lift as much as 10 tons, as if she had Incredible Strength. Because of her long training, Sue can use up to three manifestations of her force-field, invisibility, and flight powers at the same time.

FLIGHT: By creating a column of force beneath herself and allowing it to topple, the Invisible Woman can "fly" at Typical speed (six areas per turn). She can carry up to 10 tons of passengers or material.

Background: Sue Storm gained her powers along with Reed and the others on the 1960s rocket trip. She has since married Reed, separated from him once over personal matters, had one child (Franklin Benjamin Richards), and miscarried a second. Early in Secret Wars II, Sue changed her code name from INVISIBLE GIRL™ to Invisible Woman, after being brainwashed by PSYCHO-MAN™. Her presence on the team is very stable.

Personality: Sue Richards is the bond that has kept the Fantastic Four together over time. Though she formerly remained in the background, she offered valuable emotional support. Long in doubt about her own powers and usefulness to the team, Sue now has the confidence and training to take on powerful opponents and survive.

Sue, once kidnapped by the Sub-Mariner, bears no ill feelings toward him now. She admires Captain America and Wasp, and accepts Spider-Man as a "good guy."

SHE-HULK™

Jennifer Walters
Fantastic Four crimefighter

Fighting:	Remarkable
Agility:	Excellent
Strength:	Monstrous
Endurance:	Amazing
Reason:	Typical
Intuition:	Good
Psyche:	Excellent

Health:	175
Karma:	36
Resources:	Excellent
Popularity:	30

Known Powers:

BODY ARMOR: She-Hulk's thick hide gives her Incredible Body Armor against physical, temperature, and energy attacks.

LEAPING: Jennifer has powerful leg muscles and can make Remarkable leaps of up to three areas.

DISEASE IMMUNITY: She-Hulk's great physiology gives her Excellent resistance to disease and infection.

Talents: Jennifer Walters was a licensed lawyer with an Excellent Reason in legal matters, but as the She-Hulk she now has no patience for the law.

Background: Jennifer Walters was a criminal lawyer in Los Angeles who was critically

wounded by mobsters. Her life was saved by her cousin, Robert Bruce Banner (the Hulk), who gave her an emergency transfusion. Banner's gamma-irradiated blood transformed Walters into the rampaging She-Hulk. Though briefly considered a menace, She-Hulk moved to New York and joined the Avengers. At the close of the original Secret Wars, the Thing chose She-Hulk to replace him in the Fantastic Four, and She-Hulk has remained with the group ever since.

She-Hulk was recently kidnapped by S.H.I.E.L.D., which believed she might become a menace like her cousin, the Hulk. In the events which followed, the Helicarrier was destroyed and She-Hulk lost her power to change into her alter-ego of Jennifer Walters. She-Hulk is pleased with the change of affairs. She is currently dating WYATT WINGFOOT™, an athletic American Indian who loves her green-skinned form. As a reserve member of the Avengers, She-Hulk may be called into action by them at any time.

Personality: She-Hulk enjoys using her physical power, and sees the Fantastic Four as a chance to step out of the shadow of her dangerous cousin. She is a determined and exuberant fighter, eager to prove herself and to destroy villainous forces. She dislikes S.H.I.E.L.D. almost as much as she dislikes criminals, given her kidnapping, but she tries not to hold a grudge. She-Hulk likes herself and her new life as a green giantess, and has no intentions of turning back.

THE THING™

Benjamin J. Grimm
Independent hero

Fighting:	Incredible
Agility:	Good
Strength:	Monstrous
Endurance:	Monstrous
Reason:	Good
Intuition:	Good
Psyche:	Remarkable

Health:	200
Karma:	50
Resources:	Remarkable
Popularity:	80

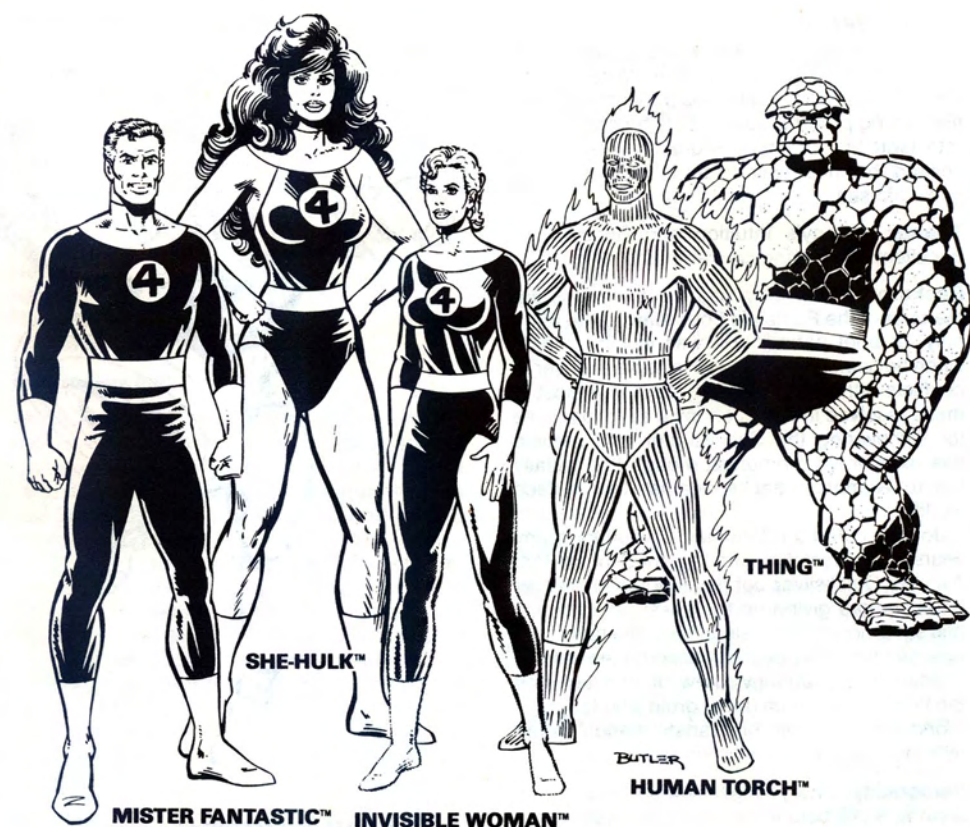
Known Powers:

BODY ARMOR: The Thing's orange, rocky hide serves as Incredible Body Armor against physical, acidic, and temperature, and energy attacks.

Talents: Ben can fly any airplane or spacecraft of terrestrial design. He can deduce the workings of any alien craft with a green Reason FEAT roll. His Reason is Incredible when applied to flying vessels.

Background: Ben Grimm was born on the Lower East Side of New York City, and lost his family before he was age 15. Cared for by his uncle's family, he became a football star in high school and got a scholarship to Empire State University. There he met Reed Richards and Sue Storm, and the three of them became great friends. Ben hated Victor von Doom, an arrogant fellow student who was ejected from school for performing dangerous experiments.

After college, Ben became an Air Force test pilot. He was eventually contacted by Reed, who was in need of a good pilot to fly his spacecraft. That voyage gave him, Reed, Sue, and Johnny their fantastic powers. Of the entire



group, Ben has been the least stable element. Suffering severe identity crises over his horrific appearance, Ben has left the team several times in the past, being replaced by POWER MAN™ and She-Hulk on various occasions.

Ben had a long romance going with Alicia Masters, daughter of the Puppet Master, and she helped him recover much of his self respect and self worth. However, Ben discovered Alicia was going with Johnny Storm when he returned from the original Secret Wars; he quit the team and was replaced by She-Hulk. Ben then toured the country, getting involved with a super-powered wrestling organization. He eventually returned to work with his old teammates on the Fantastic Four.

Personality: Ben Grimm has learned to adapt to his appearance in some ways, and he enjoys using his physical might against the villainous forces that the group must face. Pounding criminals takes his mind off his predicament and gives him stronger sense of self worth.

Ben has rejoined the Fantastic Four after a long absence. He gets along well with She-Hulk and the rest of the team, save for Johnny Storm.

HUMAN TORCH™

Johnny Storm
Fantastic Four crimefighter

Fighting:	Good
Agility:	Excellent
Strength:	Good
Endurance:	Excellent
Reason:	Good
Intuition:	Good
Psyche:	Typical

Health:	60
Karma:	26
Resources:	Remarkable
Popularity:	80

Known Powers:

GENERATE AND CONTROL FIRE: Johnny can generate flame from all or part of his body. He can also control external fires within a five-area range with Unearthly ability. He can shoot flame with Remarkable Agility up to three areas away, doing up to Unearthly damage. Johnny can also create shapes of flame in geometric, alphabetical, or cage-like forms within a three-area range, each lasting for as long as he concentrates upon them.

FIRE RESISTANCE: Johnny Storm has Unearthly resistance to fire and heat.

FLIGHT: When aflame, Johnny can fly at Amazing speed (25 areas/turn). He can carry up to 180 lbs. with him, but this reduces his speed to Remarkable. He can also hover in place.

BODY ARMOR: Johnny's flaming skin is Incredible Body Armor against shooting, throwing, and Hack-&-Slash weaponry of Incredible material strength or less. All slugfest, grappling, and charging attacks cause normal damage, but the attacker suffers Incredible damage automatically.

NOVA BLAST: When "flamed on," Johnny can explode in a super-heated blast of flame, causing Shift X (150 points) damage to all within five areas. Johnny's flame dies out immediately after this attack and his super powers are reduced to Feeble levels. He passes out for 1-10 turns afterward unless he makes a red Endur-

ance FEAT roll.

WATER WEAKNESS: Johnny Storm cannot ignite his flame underwater, and dousing him with a high-pressure water hose causes him to crash if he is flying. Rain does not normally stop his flaming powers, however, as he can evaporate it with his body heat before it touches him. If soaked, he must wait 10 turns before he can ignite himself.

Talents: Johnny's Intuition and Reason are Excellent concerning cars and auto racing.

Background: Johnny has been a constant member of the Fantastic Four, leaving the team only for brief periods. He was in high school when he gained his powers. He had a number of conflicts with Ben in the early days, but most of these resolved in time. Johnny was responsible for discovering the Sub-Mariner and helping him recover his memories, though this initially led to Namor's attacks against the surface world.

Johnny dated the Inhuman Crystal for many years, until Crystal met and married the mutant Avenger Quicksilver. Johnny fought Quicksilver briefly before giving up the quest. Johnny has had several girlfriends since then, the most serious relationship appearing recently (see below).

Interestingly, Johnny knew of and admired the first Human Torch (an android who fought in World War II) before his transformation. Johnny's interest in cars has been lifelong.

Personality: The youngest hero in the group, Johnny is still both impetuous and headstrong, often acting without thinking. He is youthful in appearance and has a carefree, passionate attitude about life. He can also be vengeful, is not easily dissuaded from his plans, and may tend to show off (which blew his secret identity early in his career).

After the first Secret Wars, Johnny began dating Alicia Masters, who was Ben Grimm's long-time girlfriend. (Ben remained on the Secret Wars Battleplanet for many months.) The two have a close relationship now, but this drove a deep wedge between Johnny and Ben, and Ben left the team for good.

THE AVENGERS™

The Avengers were formed in the early 1960s by Ant-Man, Thor, Iron Man, Wasp, and the Hulk as a super-powered force that would combat threats to the world beyond the scope of normal humans to solve. Over 30 heroes have served at one time or another as Avengers, though their current numbers, on both the east and west coasts, are limited to six. In the past, as many as fifteen and as few as three Avengers were in existence. Several honorary and associate members have also been around.

The Avengers have enjoyed very close ties with the U.S. government in the past, though they have suffered some recent reverses in their fortunes. Nevertheless, the Avengers were able to have a second government-sponsored Avengers team set up in Los Angeles (the West Coast Avengers). Currently, the East Coast Avengers have joined forces with the Fantastic Four to establish an off-shore airbase in the Atlantic Ocean. The East Coast and West Coast Avengers often pool their resources to combat grave threats to humanity and the Earth.

The East Coast Avengers use the Avengers Mansion, located on Fifth Avenue in New York City, as a base for their operations. Wasp is the



**CAPTAIN AMERICA™
(STEVE ROGERS™)**

current chairperson, and Captain America has served as chairperson several times in the past.

WASP™

Janet Van Dyne

Avengers chairperson and crimefighter

Fighting:	Good
Agility:	Excellent
Strength:	Typical
Endurance:	Good
Reason:	Excellent
Intuition:	Excellent
Psyche:	Good

Health:	46
Karma:	50
Resources:	Excellent
Popularity:	65

Known Powers:

SHRINKING: The Wasp has Incredible shrinking powers and may reduce her body to 1/2" in height by mental command. She retains her normal mass and strength when reduced in size, but not her weight.

FLIGHT: When Janet reaches 1/2" in height, a pair of wings unfolds from her back. She may fly up to two areas per turn in this fashion, and she can carry about a half-ounce in flight. She can grow to a height of four feet and still retain the wings.

WASP STING: Janet wears a compressed needle jet blaster on each wrist that shoots a beam of bio-electronic energy. These beams do Remarkable damage to any target in the same area with her. If a live target fails a FEAT roll for Endurance, it is stunned and unable to act for the following turn.

INSECT COMMUNICATION: The Wasp has Typical skill in communicating with and controlling insects, but seldom does so.

Talents: Janet Van Dyne has Remarkable Reason in business matters.

Background: Janet Van Dyne gained her powers from scientist Henry Pym, who was once known as Ant-Man. Janet used her skills to investigate and avenge her father's murder, and joined Ant-Man as a pair of crimefighters. Wasp was an original founder of the Avengers and even named the group.

Though Janet and Henry married, the marriage deteriorated as Henry continued his experiments in efforts to make himself a better hero. One experiment caused him to become mentally unstable, and when his condition worsened, leading him to attack the Avengers and strike Janet in a fight, she filed for divorce. As Henry Pym's career slumped, Janet's began to climb. At present, Henry Pym works for the West Coast Avengers, and Janet works on the east coast as chairperson.

Personality: Janet Van Dyne formerly cultivated a rather empty-headed and "dizzy" image, and few people took her seriously. She treated adventuring as a fun thing and gaining a reputation for having a wide variety of colorful costumes, all made from unstable molecules. Following the divorce, a new side has arisen to Janet's personality, revealing a no-nonsense woman with excellent business sense. She maintains control of the Avengers — no easy task given the tempers of Sub-Mariner and Hercules, and the shadow cast by former chairperson Captain America, but she has the respect and dedication of all Avengers. Janet has been

a close friend of She-Hulk following the first Secret Wars. Her romantic life is rather busy but private.

SUB-MARINER™

Namor of Atlantis
Avengers crimefighter

Fighting:	Incredible
Agility:	Remarkable
Strength:	Monstrous
Endurance:	Incredible
Reason:	Typical
Intuition:	Remarkable
Psyche:	Incredible
Health:	185
Karma:	76
Resources:	Good
Popularity:	5

Known Powers:

BODY ARMOR: As a part-Atlantean, Namor has Excellent resistance to cold and Good armor from physical attacks.

MOVEMENT: Namor moves three areas per turn on land, but in the water can swim at six areas per turn. In addition, Namor can fly at four areas per turn.

WEAKNESS: The above statistics concern Sub-Mariner when he is underwater or partially wet. However, for every hour out of water, Namor loses one Rank of Fighting, Strength, and Endurance, down to Typical levels. His Health is unaffected. Should he be totally deprived of water, Namor takes 30 points of damage per day. Immersion in water automatically restores Health lost through dehydration and brings the Sub-Mariner's statistics to normal.

Background: Namor is the son of a human ship captain and PRINCESS FEN™, daughter of the ruler of Atlantis. He fought alongside Captain America and the android Human Torch (later the Vision) as a member of the Invaders, but following the war lost his memory when fighting the villain Destiny. His memory was returned by Johnny Storm, the Human Torch, but Namor discovered his homeland in ruins. Believing atomic weapons had destroyed it (though it was the doing of Destiny), he led the Atlantean people in several attacks against the surface world until convinced that the surface-dwellers were not overtly hostile.

The Sub-Mariner has had several unsuccessful love affairs, among them being involvements with Sue Storm, LADY DORMA™ (slain after the wedding), and MARRINA™ of ALPHA FLIGHT™. He has fought numerous aquatic villains of his own race and of humanity, and Atlantis has been ravaged time and again by super-powered criminals. After several years of sharing an adventuring life with his tasks of rulership, the people of Atlantis deposed him, feeling that Namor's temperament was not suited towards peaceful rulership and their own defense. Namor wandered for some time, eventually joining the Avengers on the invitation of his old ally, Captain America.

Personality: Namor is very much the hot-tempered hero he was in the 1940s. He is thin-skinned, proud, easily offended, and accustomed to having his every wish fulfilled by willing underlings. Having worked as a solitary hero for as long as he has, he is used to running into battle without thought of his allies.

CAPTAIN AMERICA™

Steve Rogers
Avengers crimefighter

Fighting:	Amazing
Agility:	Incredible
Strength:	Excellent
Endurance:	Remarkable
Reason:	Good
Intuition:	Incredible
Psyche:	Good
Health:	140
Karma:	60
Resources:	Excellent
Popularity:	100

Known Powers:

SHIELD: Captain America carries a circular, red-white-and-blue shield made of a special mixture of adamantium and vibranium (Class 1000 strength). The shield is a Unique Weapon and is immune to all but magical and psionic forms of energy.

The shield can absorb up to 90 points of damage per turn, but Cap cannot attack in the same turn that he uses his shield for defense. Even when using the shield, he's still subject to special battle effects such as slams or stuns.

Cap can throw the shield to hit a target; he can even make a called shot, bounce the shield off several targets, and have it return to him. He has Monstrous Agility when throwing the shield, and the weapon inflicts Remarkable damage to whatever it hits.

Talents: Captain America is an expert in all forms of martial arts and wrestling. He is a master of military strategy and tactics, and his Reason in this subject area is Incredible. If he makes a yellow Reason FEAT roll, he can anticipate the moves of an organized enemy force (with the Judge's help).

Background: The Sentinel of Liberty first appeared at the start of World War II, fighting enemy forces in America and Europe. He was the leader of the Invaders, the super team that helped bring the war to a close, but his partner Bucky was killed and Cap himself was cast into the sea by an explosion near the war's end. Cap went into suspended animation in block of ice, which came to rest in Eskimo territory. There, an enraged Sub-Mariner discovered him and cast him into the sea, where he was found later by the crew of a submarine. He was revived, shield and all, little worse for the wear. However, he now had to cope with a world twenty years advanced from his own time, and this proved difficult to do at first.

Captain America joined the Avengers and served as chairman several times. He has fought almost every major criminal force at one time or another, and is powerful enough to have completely defeated entire teams of villains (such as the Serpent Society).

Cap has had losses, too. His long-time girlfriend, S.H.I.E.L.D. agent Sharon Carter, was killed by Nihilists. In the mid-1970s, Cap became despondent over a government scandal and adopted the identity of Nomad, a wandering hero. He eventually returned to his old identity and rejoined the Avengers. Cap's closest friends include Nick Fury and the FALCON™, as well as many S.H.I.E.L.D. agents.

Personality: Captain America believes in freedom and self-determination, and always fights to uphold the basic American virtues of truth,

justice, and equality. He is a superb leader, easily taking charge of any situation and using his extensive knowledge of military tactics and past combat to save the day. He inspires confidence in his followers, drawing out the best in them. Cap works equally well on his own or on a team.

SPIDER-MAN™

Peter Parker
Independent hero

Fighting:	Remarkable
Agility:	Amazing
Strength:	Incredible
Endurance:	Incredible
Reason:	Excellent
Intuition:	Amazing
Psyche:	Incredible
Health:	160
Karma:	110
Resources:	Poor
Popularity:	40

Known Powers:

WALL CRAWLING: Spider-Man sticks to all normal surfaces automatically, and can walk on walls and ceilings with Amazing ability at normal speed. An Agility FEAT is required for him to walk across wet or slick surfaces.

SPIDER-SENSE: Parker's spider-sense warns him of potential danger. If placed in immediate danger, a successful Intuition FEAT roll allows him to react in time to save himself (dodging a bullet, for example). Failing the FEAT roll indicates that he did not react in time to avoid the danger. No Karma may be added to these rolls. Potentially dangerous persons and situations also cause his spider-sense to react. Potential dangers can be estimated in terms of gravity, as an Unearthly danger sparks more of a reaction than a merely Good one. The spider-sense is omnidirectional and automatic. If deprived of this sense, Spider-Man's Intuition drops to Good and his Agility to Incredible.

WEB-SHOOTERS: Spider-Man wears a small, Excellent material-strength web-shooter on each wrist, each firing Monstrous-strength webbing up to three areas away. The webbing has Incredible material Strength in the turn it is fired, and hardens to Monstrous strength the turn afterwards. Spider-Man uses this webbing to restrain foes, to make swing-lines (moving up to 3 areas per turn in city areas), as missiles inflicting up to Excellent slugfest damage, and as Monstrous-strength shields. The adhesive webbing dissolves after two hours. Spider-Man carries a supply of 30 web-fluid cartridges, each good for 100 uses. The webs do not conduct electricity.

SPIDER TRACERS: Parker owns several small, spider-shaped homing devices, each tuned in on a frequency detectable by his spider-sense. The range of the signal is about one mile (an entire map area).

SPIDER BEACON: Spider-Man keeps a small beacon on his belt that flashes a red spidery symbol up to three areas away. Those caught in the midst of the beacon are surprised and give Spider-Man the initiative if they fail an Intuition FEAT. Spider-Man carries an automatic camera with him next to the beacon.

Talents: Peter Parker has Remarkable Reason in chemistry, photography, and biophysics.

Background: As a high-school student, Peter

Parker was bitten by a radioactive spider and granted his super-human powers. He made a red-and-blue costume, developed his web-shooters, and became a television star — but he failed to stop a thief who later murdered his uncle, and his show-business career was destroyed by J. JONAH JAMESON™, editor of the *Daily Bugle*. Taking up crimefighting to end his guilt, Spider-Man also began selling photographs of himself in combat with various villains to Jameson, though he did so as Peter Parker, photographer.

Peter keeps his identity secret, as there are many who would destroy his friends and loved ones if they learned who he really was. Daredevil, BLACK CAT™, and a former girlfriend named MARY JANE WATSON™ know his identity, but have kept it secret. Much of Peter's income goes to support his frail AUNT MAY™, his only living relative.

Spider-Man is well-known to nearly all super-beings in the MARVEL UNIVERSE, and he has been particularly close to the Fantastic Four (once briefly serving as a member of their team). He obtained a new black costume during the first Secret Wars, which he now wears all the time. He currently works as a freelance photographer, having left his position as a graduate student.

Despite attacks on him by the *Daily Bugle*, Spider-Man is known to be a hero and not a villain, though his reputation has been questioned. Criminals fear his wrath, and he has uncounted enemies. He formerly worked with the Black Cat, who was his lover, but they have separated.

Personality: Spider-Man's life has rarely been without stress. He has suffered many severe

personal problems, including his Aunt May's heart attacks, the murder of his girlfriend GWEN STACY™, repeated break-ups with various other girlfriends, negative publicity from Jameson's editorials, and his own fears and concerns about his self-image and ability to overcome his problems. Nonetheless, Spider-Man has survived to become one of the most experienced and powerful heroes of his time.

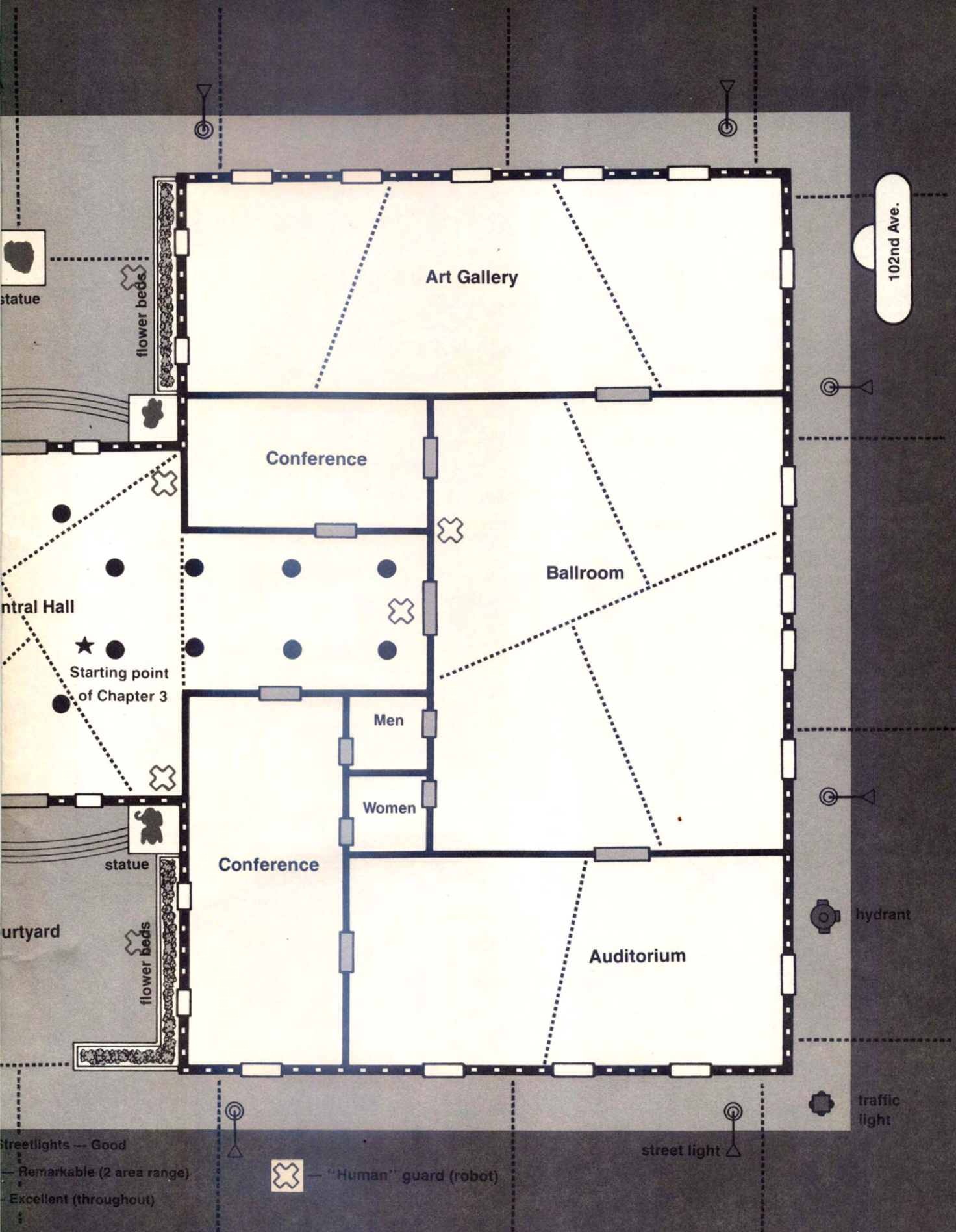
Spider-Man is very cynical and operates as a loner for the most part, feeling put-off by those he works with in groups. He is unquestionably good in nature, but still subject to human weaknesses and errors. He tends to be hot-blooded and impulsive, with a touch of arrogance, but his conscience catches up with him sooner or later.



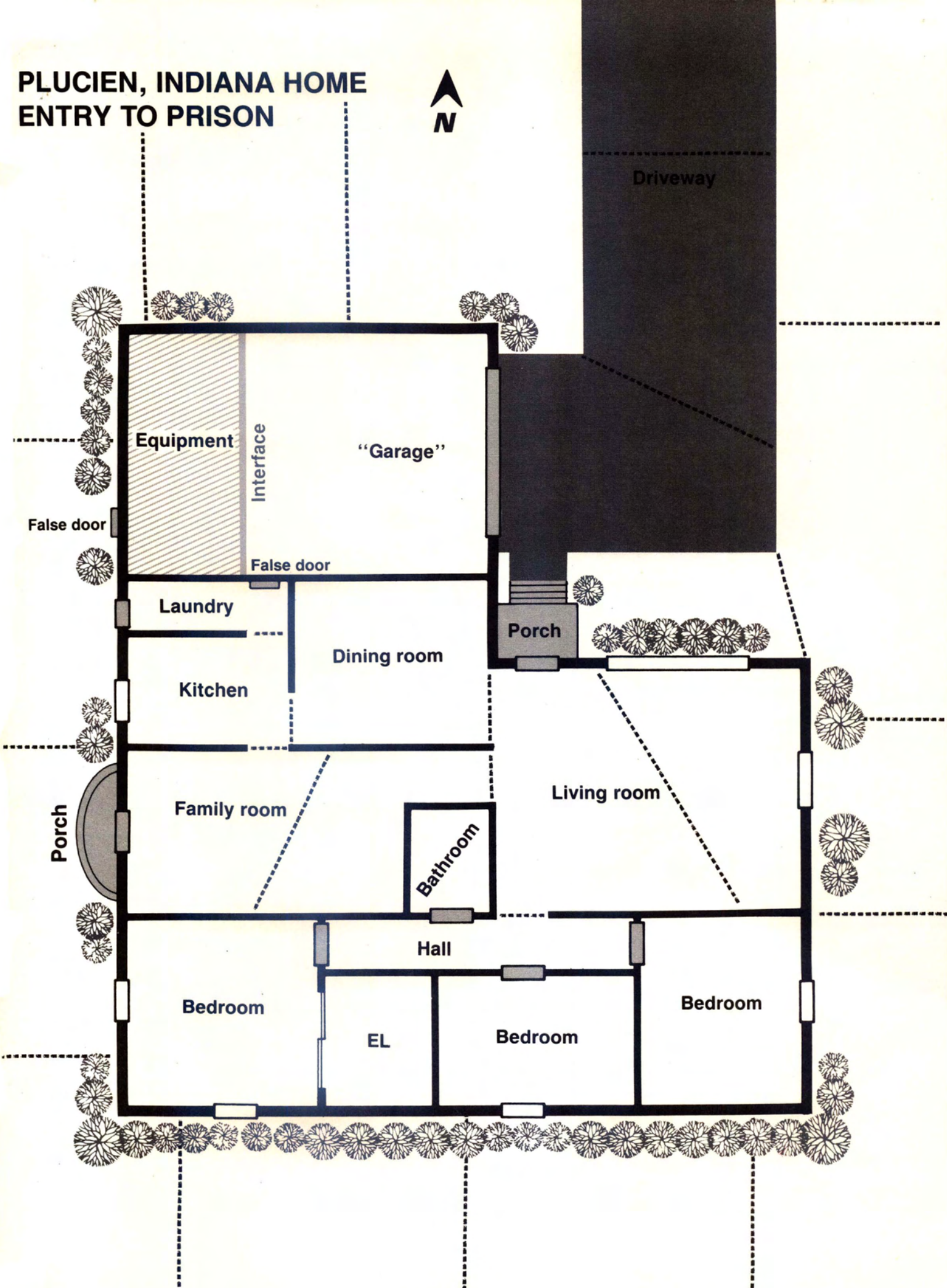
PETER PARKER™



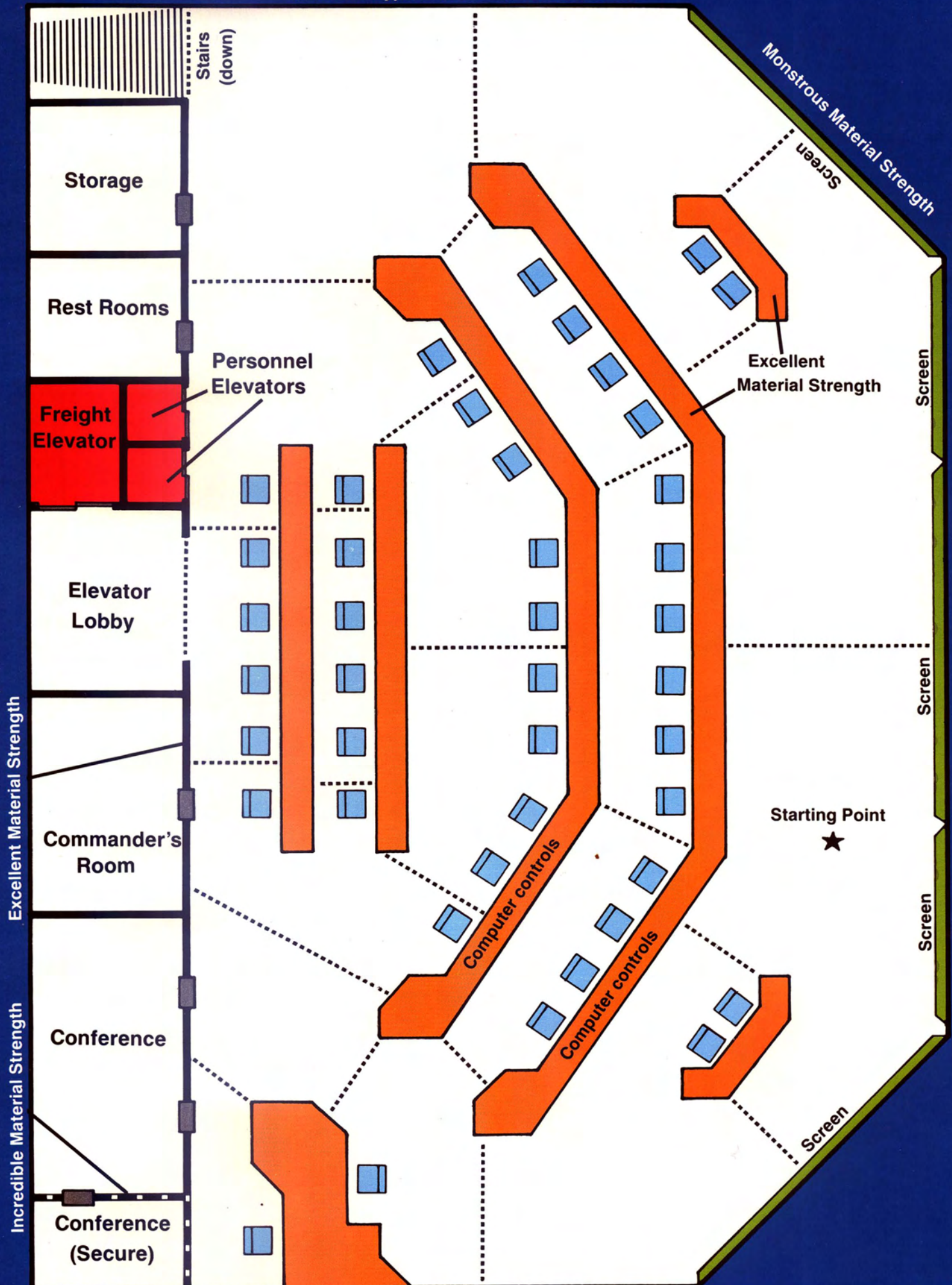
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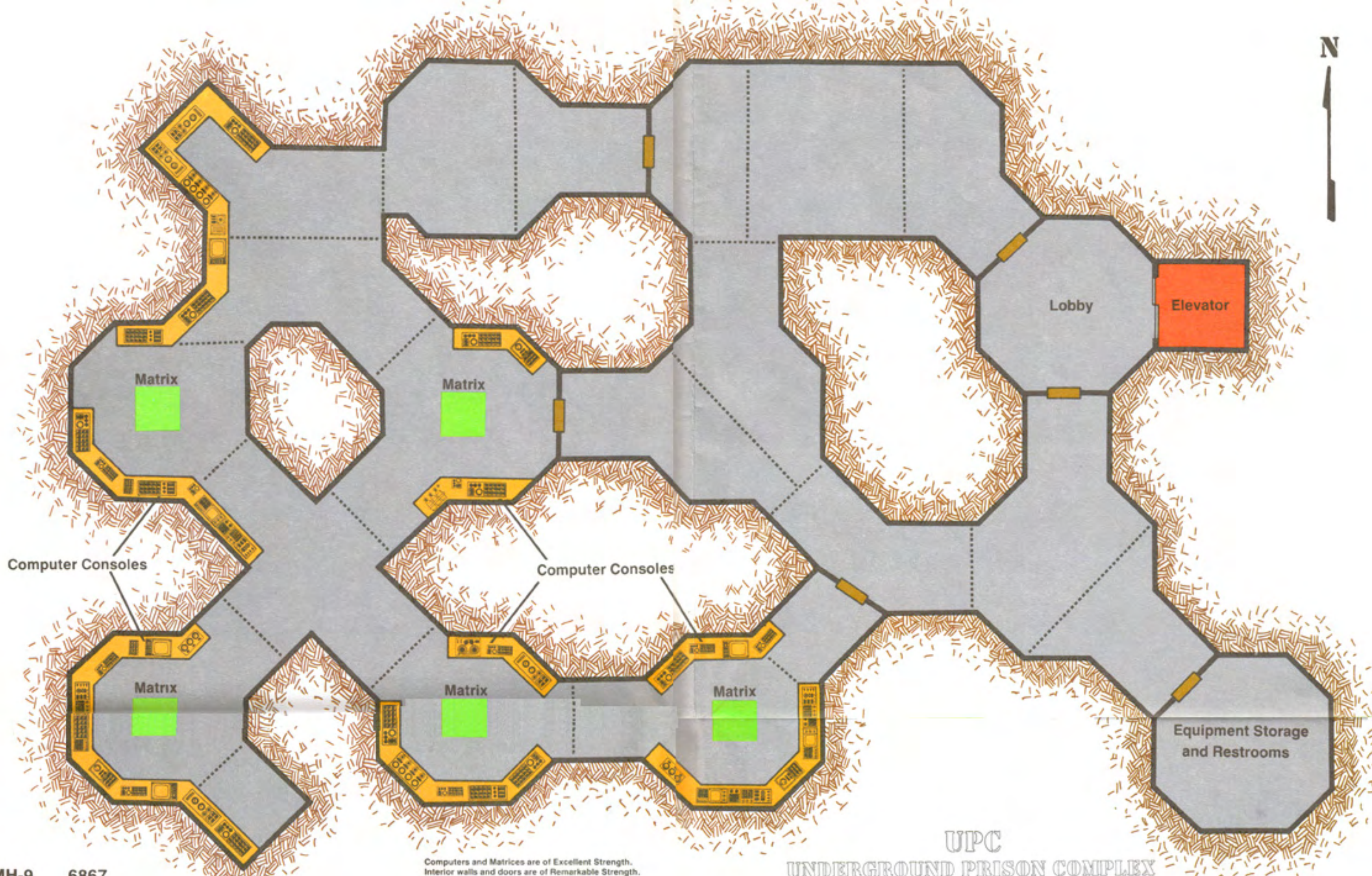
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By Roger Moore

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